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AUGUST 2002 ISSUE 02
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next



TOMB RAIDER

LARA CROFT BLASTS THE COMPETITION!

E3 REPORT

SLY RACCOON
007 NIGHTFIRE

TIMESPLITTERS 2
DEVIL MAY CRY 2

LORD OF THE RINGS: THE TWO TOWERS

SHINOBI

THE CLASSIC SEGA GAME
INVADES PS2!

CASTING WEBS SPIDER-MAN

WE REVIEW THE
GAME FOR THIS
YEARS HOTTEST MOVIE!



ENLIST TO PLAY MEDAL OF HONOR

FIGHT FOR FREEDOM



REVIEWS

30 PAGES

MOH: FRONTLINE / AGGRESSIVE INLINE / V-RALLY 3 /
RED CARD SOCCER / SPIDER-MAN THE MOVIE / F1 2002 /
BARBARIANS / GITAROO MAN / ARMY MEN RTS / LE TOUR
DE FRANCE / DAVID BECKHAM SOCCER / TD OVERDRIVE /

We've crushed the price...

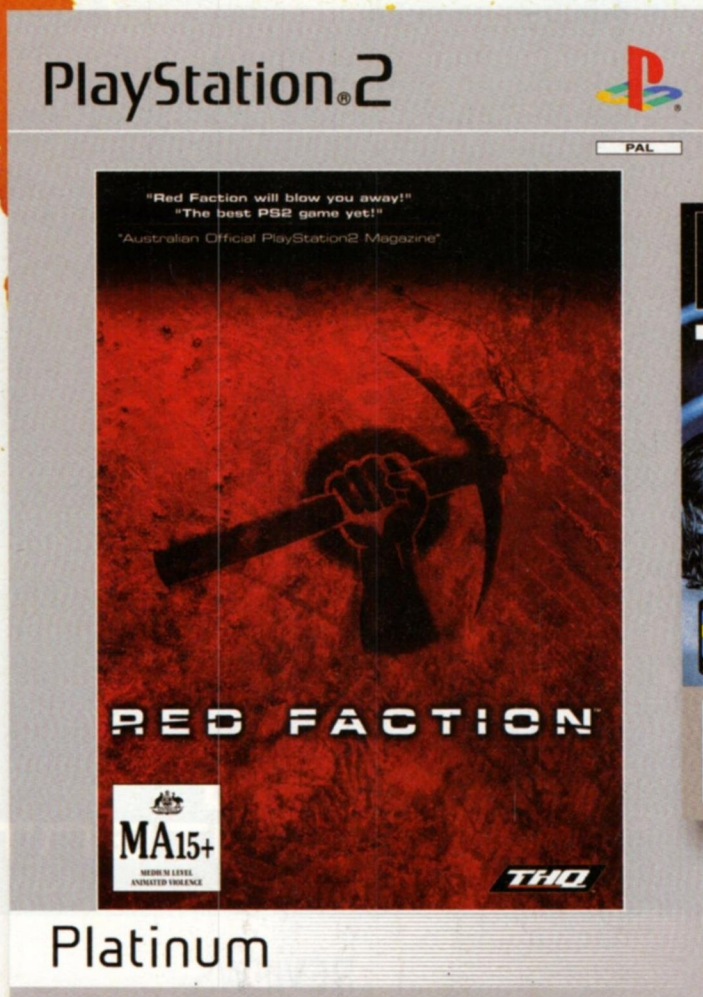


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54

MOH: FRONTLINE
This is not einen booby. And this game isn't the Simpsons

PSW CONTENTS

AUGUST 2002



18 **PRIMAL** Glowing hands ain't the half of it!



38 **RALLY** Yep. It's a rally car alright

GLOBAL

AUSTRALIAN GAMING GETS ALL AUSTRALIAN THIS MONTH, ALSO WE HAVE A LOOK AT SOME FILM-BASED GAMING WITH REIGN OF FIRE AND ROCKY - YOU CAN ALSO LOOK FORWARD TO DETAILS ON GT CONCEPT AND MANY MORE MORSELS OF INFORMATION.

- 08 AN AFL GAME WORTH LOOKING AT, BELIEVE US!
- 11 REIGN OF FIRE INFO AND SCREENS
- 12 A DARK BATMAN GAME? LIKE THE COMIC? NO!
- 14 SOUL CALIBUR II. NUFF SAID
- 15 CIRCUS MAXIMUS. THIS EQUALS AWESOME FUN
- 16 ADRIAAAAANN! SORRY WE COULDN'T RESIST
- 18 PRIMAL DELIVERS DARK NEW GAMING ELEMENTS

PREVIEWS

VEXX AND CO SERVE UP SOME AWESOME PLATFORM FUN ON PS2 WHILE WE TAKE EXTENSIVE LOOKS AT A STALKER OF DINOSAURS, CHAMPIONS THAT RALLY FOR THE FREEDOM OF KINGDOMS AND THEIR HEARTS, OH, AND THERE'S SOME XXX ACTION IN THERE TOO.

- 30 VEXX
- 34 ROLLING
- 36 DAVE MIRRA XXX
- 38 RALLY CHAMPIONSHIP
- 39 KINGDOM HEARTS
- 40 PREVIEW UPDATE

REVIEWS

MEDAL OF HONOR: FRONTLINE SERVES UP SOME OF THE BEST FIRST PERSON SHOOTER ACTION WE'VE EVER SEEN. EVER. BEYOND THAT CHECK OUT THE HUGELY FUN AGGRESSIVE INLINE, A FEW RACING GAMES AND SOME OILY MUSCLE MEN ACCOMPANIED BY A GUY IN TIGHTS.

- 50 MEDAL OF HONOR: FRONTLINE
- 56 AGGRESSIVE INLINE
- 60 V-RALLY 3
- 64 RED CARD SOCCER
- 66 SPIDER-MAN
- 68 F1 2003
- 70 BARBARIANS
- 72 GITAROO MAN
- 74 ARMY MEN: RTS
- 76 TOUR DE FRANCE
- 78 DAVID BECKHAM SOCCER
- 79 TD OVERDRIVE



PSW CONTENTS

AUGUST 2002

FEATURES

CAR GAME OF THE MONTH IS BURNOUT 2, WHICH LOOKS A LOT BETTER IN REAL LIFE THAN IT DOES IN THESE PICTURES THANKS TO HAVING TRAFFIC. PLUS! A HISTORY LESSON ON HOW TO HUNT DINOSAURS.

21 BURNOUT 2

THEY SEEM TO HAVE FIXED THE FEW THINGS WE DIDN'T LIKE ABOUT THE ORIGINAL. WAY TO GO, DESIGNER DUDES.

40 PREVIEW UPDATE

FOUR GAMES WE'RE LOOKING FORWARD TO, HENCE THEIR INCLUSION. HURRY UP AND BE RELEASED, GAMES!

42 TUROK

SO YOU THINK YOU'VE GOT WHAT IT TAKES TO BE THE SON OF STONE? IS THAT WHAT YOU THINK? HUH? C'MON TELL US.

SOLUTIONS

GET THE HANG OF ALL THAT MAGIC AND HIT POINT STUFF IN PART ONE OF OUR GUIDE TO THE COMPLEX – YET LINEAR – WORLD OF FINAL FANTASY X.

86 FINAL FANTASY X

94 MINI TIPS

BROWSER

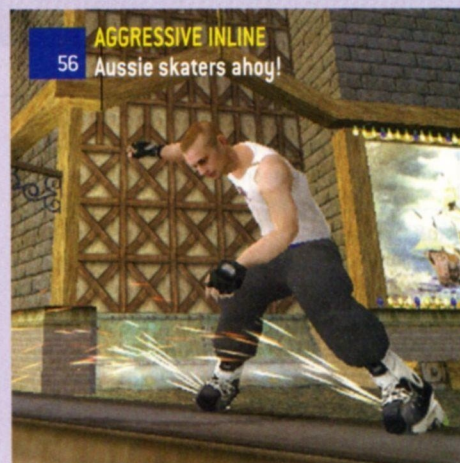
BECAUSE LIFE ISN'T JUST ABOUT GAMES, IT'S ALSO ABOUT FILMS AND MUSIC. WE'VE COMPILED SOME GREAT AUSSIE RELEASES ALONG WITH THE INTERNATIONAL STUFF WE'RE ALL SO USED TO. LIFE'S MORE ABOUT GAMES THAN ANYTHING ELSE THOUGH.

80 NEW MUSIC RELEASES

AN AUSSIE ACT AS WELL AS SOME OF THOSE NEW NU METAL BANDS, THOUGH WE'VE TAKEN TO CALLING THEM SPORTS METAL BANDS, 'CAUSE THEY WEAR SNEAKERS.

82 NEW DVD RELEASES

THAT PS2 DOES MORE THAN JUST STAND UP, SIT DOWN, PLAY GAMES, AND PLAY MUSIC, YOU CAN ALSO USE THEM FOR THIS EXCITING NEW PRODUCT CALLED MOVIES, IT'S SIMPLE REALLY A BUNCH OF MOVING PICTURES ARE PUT... (WE'VE HEARD ENOUGH- ED.).



21 **BURNOUT**
The cars are green now! With stripes!

46 **E3 ROUNDUP** The Hawk evolves before your very eyes

PSW WELCOME



ALIVE AND KICKING

Issue 2, still alive, who'd have thought? (me I meant, not the mag). This is the second installment of the all new Aussie PS2 mag and boy do we have a lot of stuff for you, and it ain't junk that's for sure. E3 is the year's biggest entertainment event, in fact it becomes the sole focus of gaming heads the world over every May. This year was no different and PSW was there. Sony touted ramblings of futures not thought possible by the feeble human mind, I'm sure they have an alien working for them. On top of this, games, games and more games were on offer, both exclusive stuff and a ton of third-

party stuff. And while we're not going into full detail this issue because of time restrictions, be prepared for a preview blowout next issue.

But don't let the future of games run away with you, firmly planted in the ground, this issue we look at a Tony Hawk killer, Aggressive Inline, plus a little history on the eagerly anticipated Turok Evolution. And if you head straight into our news section, you might find some info on what will be one of the hottest sports games this year, AFL Live 2003.

Enjoy.

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WATCH THOSE HANDS,
SHE MIGHT BE YOUR SISTER.



THE STAR WARS SILVER ANNIVERSARY COLLECTION, COMMEMORATING THE MOST FAMOUS MOMENTS FROM *STAR WARS—A NEW HOPE*: HAN AND CHEWIE BLASTING THEIR WAY OUT OF THE DEATH STAR, VADER AND



OBI-WAN CLASHING IN THEIR FINAL, FATEFUL DUEL AND LUKE SKYWALKER ESCAPING WITH PRINCESS LEIA FOR THE FIRST, BUT CERTAINLY NOT LAST TIME. NOW YOU CAN SAVE THEM ALL, FOR YOURSELF.



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GLOBAL

THE GAMES THEY ARE A-COMING... AND THESE ARE A-COMING SOON

GLOBAL this month...

- | | |
|----|----------------------|
| 8 | AFL Live 2003 |
| 11 | Reign of Fire |
| 12 | Batman Dark Tomorrow |
| 14 | Soul Calibur 2 |
| 15 | Everquest |
| 16 | Rocky |



AUSSIE ROOLS

AUSSIE RULES FOOTBALL HAS SEEN A MIXED BAG OF GAMES OVER THE YEARS, NONE OF WHICH TRULY MANAGED TO CAPTURE THE GAME PROPERLY. ENTER ACCLAIM SPORTS AUSTRALIA AS THEY TRY TO MAKE ALL THE WRONG THINGS RIGHT IN AFL 2003 FOR PS2



AFL fans might finally get what they have wanted for years, a decent and entertaining version of the game. There have been other mediocre attempts but at a recent press gathering in Melbourne, PSW had a chance to get up close with an early version of the game and also with Melbourne-based developers Ira Games and the brains behind the operation Essendon coach Kevin Sheedy.

The ambition of this game is evident at several different levels. Despite its relatively short development period of around ten months, Australian developers Ira Games have not set out to take shortcuts but to actually create an intuitive game with a distinct feel that will play as precise for newcomers to the game as it will to die-hard fans. In their mission to capture this elusive

element Ira enlisted the help of the Sydney Swans and Essendon for motion capture and sound recording to ensure authenticity and fluid movements.

This attention to detail is something Ira Games says will apply to all aspects of the game, including the crowd. For AFL Live 2003 Ira have used what is basically a randomiser so while there will be similar faces in the crowd they will not be tiled evenly around the stadium but scattered and rather than five different people wearing different coloured shirts the crowd will vary dramatically in appearance with a concentration of dedicated fans behind the goals wearing team colours and waving flags- an atmosphere even Madden has failed to create.

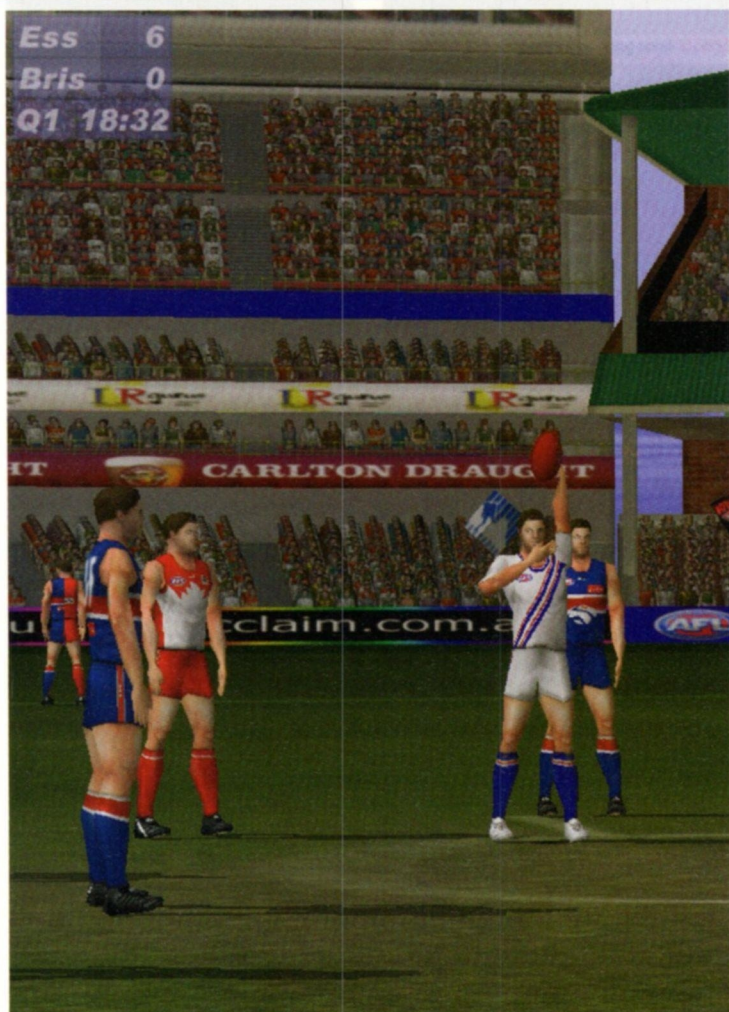
Both Kevin Sheedy and Ira admitted that

there is a challenge to creating such a free flowing game as other sports games have frequent play stoppages where the AI can reset itself but an AFL game requires not only complex AI but gameplay that is able to function freely and allow players the full range of options that are available in a real game. For this the controls have handball, kick, ruck, baulk, tackle and you can adjust the force of your kicks. Also, to help with such a free-flowing game Ira Games have used what they described as a FIFA style of play where your player will automatically run towards the ball in order to make it less confusing for beginners and help to make the entire process of gameplay run smoother for players.

According to the lead developer at Ira games, the keys for the games construction



PARADE Single file, c'mon boys, hup two, three, four...



MARKING Perhaps there will be a cheat so the umpire can mark the ball mid-game



SHIP YARD The dockers can even lose on PS2 now

came from Kevin Sheedy who had the coding and infrastructure for the game built around his comments. And below the surface there's some serious components to the game such as tracking fatigue that will affect speed and other attributes. The players accuracy will be affected by their stats also and this database for players will be carried through entire seasons. On top of this there is also commentary by Steve Quartermain with Gary Lyon making special comments that will relate to a team's statistics within the game.

What other AFL games have admittedly lacked is a real insider's perspective, and that's where Kevin Sheedy comes in. One thing that is obvious from the outset with Kevin Sheedy is that he has an insatiable love of the game and he sees AFL Live 2003 more than just a chance for entertainment. He believes the game is "a development tool" for the future with the ability of the game to focus on areas less understood and could also be used to help players refine hand-eye coordination. On top of this, AFL Live will build bridges for the game allowing supporters to create another link with their club and also make AFL available to people who are unable to play. Add to this

his firm belief that the game will help to widen the awareness and build the prestige of Aussie Rules worldwide- provided the game doesn't suck of course. Kevin was also keen to intone that there is a lot of fine-tuning left for the game and it's obvious that he doesn't want his, nor the AFL's name, associated with an inferior product, something that could work well for all of us.

Acclaim's Mike Feegan was also optimistic about the game, but primarily from a different perspective. With around 400,000 PS2s sitting in houses around the country, there is a lot of potential for sales and the market for Xbox has grown over 50,000. On the PC side Mike predicts 15,000 units will ship on the first day alone. The key to the game's success is, of course, largely dependant on its playability. The responsibility of taking "Australia's great game" as Sheedy described it to the latest generation of machines rests with Ira games, so now seems like the time to take a hands-on view.

HANDS- ON

Getting our hands on an early version of the game the promise is definitely there. Fine-tuning was definitely needed with the

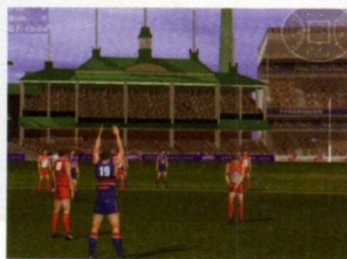


camera and player AI was freely admitted as not being close to the final version. The game creates a TV spectator atmosphere using the same camera angles but to create its own style of a players perspective, you have a radar on the screen so you can scout out loose men and plan your attack upfield. The game has a wide variety of options including umpire strictness controls and a 4-player mode which played nicely but still had some bugs present.

If there is something that catches your eye even in the early version of the game it's that the AI doesn't react, it acts. Coming out of the defensive line players will run from their man into open space and the AI gets the appearance of a team working together. The controls themselves need some fine-tuning, there was no quick release option for the handball which at times seemed eternally slow and some of the displays take a while to work out.

The commentary was in use but not all of the lines had been placed in the game and

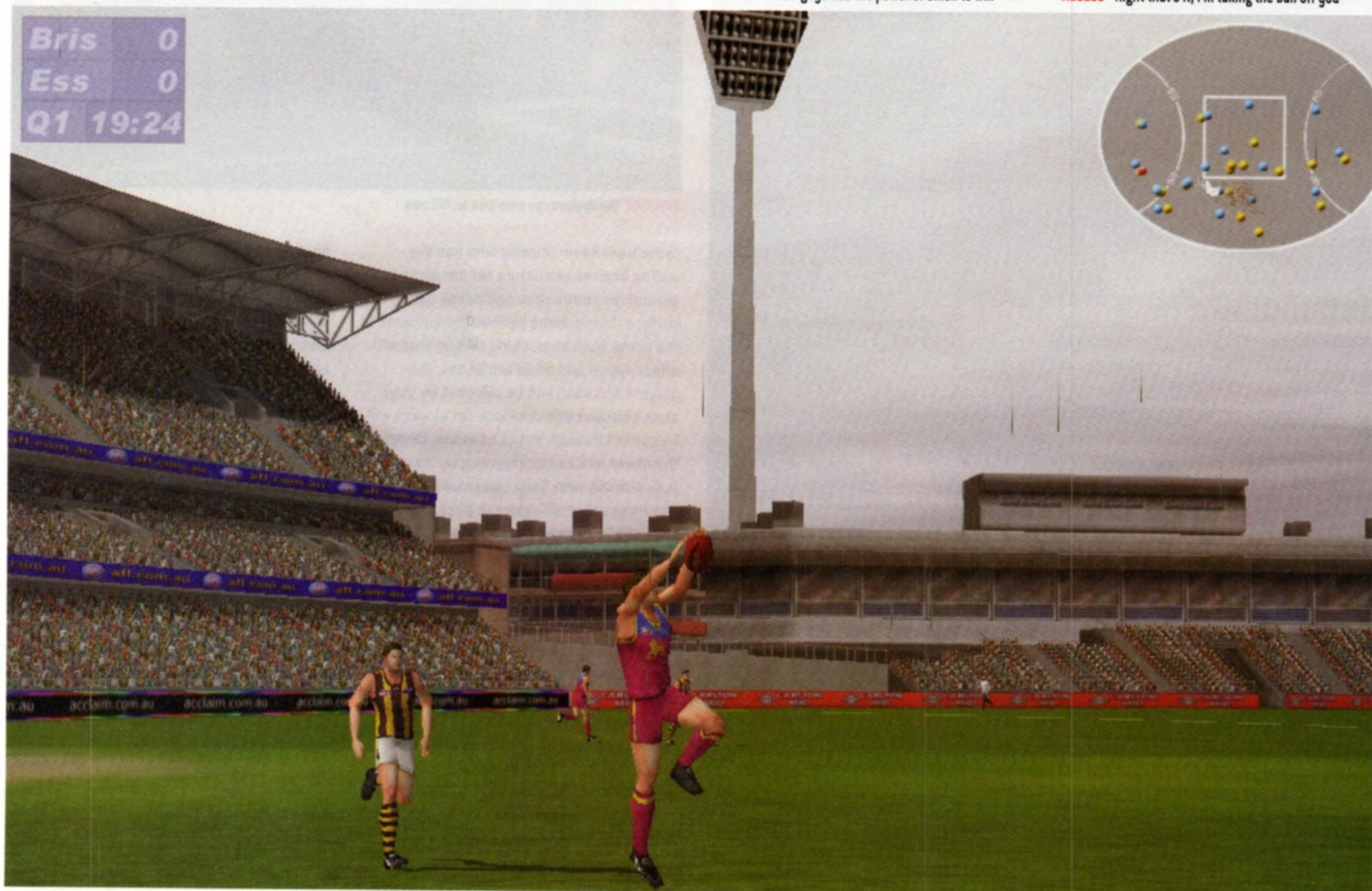
while it didn't seem to match the style you get in a Madden game, with more variations it could turn out nicely. Other little things looked very promising though, being able to get a good running, passing and kicking game going seems to be a key feature this game will offer. This seems to have been one of the major problems with most other AFL incarnations over the years. Equally, multiplayer, while being sluggish because of early stages, looked to be a nice affair of fast gameplay that encouraged a lot of teamwork and interaction on the human players side of things. This type of thing will definitely raise the game to high lengths, we'd like to see a few tidbitty additions like shepparding and maybe some fisticuffs. Overall the game left a healthy impression, it was obvious that there was work to do but the developers knew what was wrong in the game and had ideas on how to fix it and if they do just that this could definitely be Australia's answer to America's booming sport franchises.



ARMPITS These guys use the power of smell to win



RECESS "Right that's it, I'm taking the ball off you"



BROWN AND GOLD Some teams have some seriously out-dated colours



FIRE! Where? Is my car on fire? Stupid dragons. No, fire! Where? Oh, the hilarity



HEARTBURN You get to play as these guys too



DRAGON SNACKS Wouldn't you feel a bit exposed?



EDDIE LIZARD This one's called Eddie. Now

(YOU'RE FIRED - ED)

DRAGONS – FLAMING PUNS ARE INEVITABLE. IT'S THE GAME OF THE FILM, **REIGN OF FIRE**

■ SMOKE?

PERHAPS GOADED ON BY THE SUCCESS OF *The Lord Of The Rings*, Hollywood is best friends with fantasy again. The movie *Reign of Fire* concerns the battle between a mighty race of dragons and humanity's last survivors, and – surprise, surprise! – the game does too.

Can mankind survive long enough to evolve tin foil skin? No. Better break the high tech armoured jeeps out, then. Players are initially thrown into the fight on the side of the humans, but a successful campaign unlocks a series of dragon missions. The monster starts out as a youngster, too, before maturing into something far more powerful – almost invincibly so.

So who's side are you really on? Sounds like developer Kuju is suffering some Miltonesque sympathy for the devil, and we're curious to know how the plot will bring these two sides together for the player.

A showdown in the ruins of 2024 London, amid the dragons' greatest lair, sounds interesting, though. The answers will become clear come the October release.



GLOBALINSIDER

MEATY MORSELS OF GAMING INFO TO DIGEST



/ TEARS OF JOY

Capcom is remaining irritatingly schtum after news leaked out about a forthcoming title, darkly referred to as *Project Devil*. Hmm... could this be a working title for *Devil May Cry 2*? When pressed, all the publisher would confirm is that Dante will definitely *not* feature as its hero. Doesn't mean it isn't *DMC2*, though, does it?

/ MEDAL OF HONOUR RIPPED FROM PS2'S CHEST, THROWN TO FLOOR IN DISGRACE

Electronic Arts has scrapped its WW2 dogfighting epic, *Medal of Honour Fighter Command*. Instead the company is choosing to concentrate efforts on the first-person shooting branch of the *Medal of Honour* series. With *Frontline* set to initiate a crushing pincer movement on the charts – and the success of the PC's *Allied Assault* – we're not completely surprised. WW2 flying fans will have to make do with LucasArts' new, as yet unnamed project.



/ THE NEW HOME OF RPGS

Having previously developed *Grandia 2* for Dreamcast and later having to port it to PS2 when the DC format imploded, Game Arts is now concentrating its efforts solely on PS2. The next instalment in its well-known role-playing series is to be known as *Grandia Extreme*, and 'uses the full power of PS2' in an attempt to challenge the *Final Fantasy* series, apparently. Where have we heard that before?

/ FUTURE COP

Tom Cruise's summer blockbuster *Minority Report* is coming to PS2, courtesy of Treyarch. The team behind the impressive PSone classic *Spider-Man* has been working on this for some time, so it should at least be out before we've all forgotten what happens.

STOP PRESS!

GRAN TURISMO CONCEPT STAYS IN HIDING – BUT WE'VE GOT DETAILS NONETHELESS

■ BEEP, BEEP

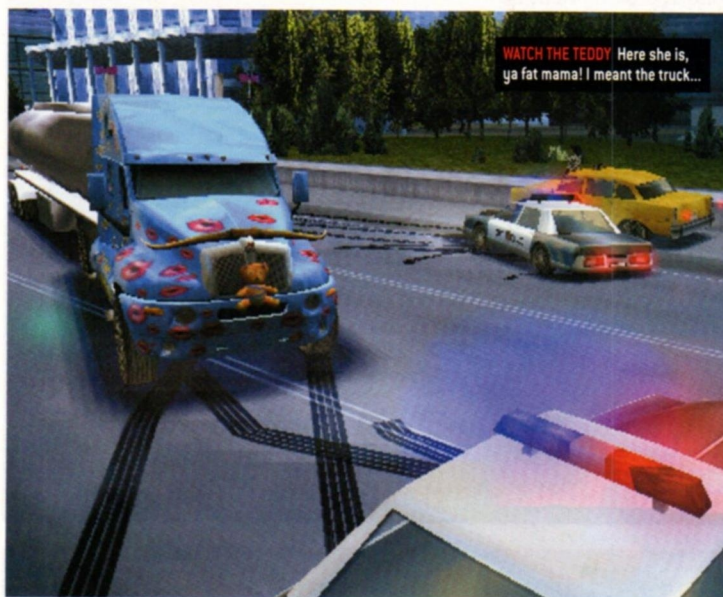
OOPS. DESPITE THINKING THAT WE MIGHT have some details for you this issue on this highly anticipated game, we've been unable to bring you the full lowdown on *Gran Turismo Concept*. However, heading into our E3 section for some tasty screens will cure those blues. Damn those unforeseen circumstances! They're just so... unforeseen! We will DEFINITELY bring you EVERYTHING next month, but for now, here are the details we've managed to glean.

The game's much the same as the Japanese version, but with more cars – many Korean, US and European models are included. There's no word yet on the US vehicles, and we don't have room to list all the Japanese ones, but highlights include the Honda Dualnote concept, the Skyline GT-R Concept, Toyota's butch road-off-road hybrid RSC, Hyundai's Accent WRC2 and the crazed Suzuki GSX-R/4. And listed, for the record, are the Euro cars. Many are similar to GT3's but few are identical – and more could be added before the game is released.

This stripped down, five track update should be with you on June 17, but will it be worth buying? Though, who can resist the idea of racing around in cars that look like they should be being landed on Mars and such. From the little bits we saw at E3, the title is definitely going to offer those hardcore petrol-heads everything they've ever wanted from this kind of gaming update, and of course, if you never bought GT3 (why? WHY?) then this game would be perfect for you. Check back next month.

PUN INTENDED

BIG MUTHA TRUCKERS HAS AN AXLE TO GRIND WITH YOU. NO BULL(HORNS)SHIT...



■ CONVOY

FAIR ENOUGH, WE SUPPOSE – THERE'S nothing subtle about 18-wheel trucks and there's nothing subtle about this game. *Big Mutha Truckers* is an hilariously-named racing game where you race – yes, well guessed – trucks. The courses wind from city to city (although none appear to be in Peterborough at this stage), and we certainly hope it's more entertaining than Sega's un-hilariously named and generally rather crap *18-Wheeler*.

The reason for your exploits is to amass cash, but there's more than just dozy traffic to spoil things for you. Biker gangs, dodgy law officers and redneck deviants in rival trucks all work to take you down. In fact, it all sounds pretty much like the 1978 'classic' Peckinpah flick *Convoy*, really. Or Alabama.

Like many Southern truckers, we're hoping for a Christmas release.



DAFT TRUCK You're harder, better, stronger, much slower



DEMOLITION If the cyclones don't, the trucks will



YELLOW HICK ROAD Cabbies are a pleasure to crush

A RUN IN BATMAN'S TIGHTS

YOU ARE BATMAN IN *BATMAN: DARK TOMORROW*. YES YOU ARE.

■ VPL

MORE SCREENS OF BATMAN: DARK

Tomorrow have emerged. The game sees you taking charge when things go pointy bits to the sky in Gotham – Commissioner Gordon has disappeared, and coincidentally Arkham Asylum has been locked down. Has Gordon started talking to his own nipples? Or is something darker occurring? Of course it is.

As Batman you must use stealth fisticuff combat and your trademark gadgets – such as the Batarang, Batgrapple and Batcuffs – to save the ungrateful old git and, by association, the world. Along the way you'll meet Poison Ivy, The Joker and Mr Freeze,

among others, in a storyline co-scribbled by DC Comics' Scott Petersen and Kenji Terada of *Final Fantasy I* and *II* fame. Kemco's batadventure is due to appear in November.



STUPID Wouldn't a costume made completely of guns be better?

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PSW SAYS



THE GETAWAY

It's a good job William Hill refused to take our bet on it never coming out, as six months ago – in the wake of the awesome *Grand Theft Auto 3* – we would've staked a sizeable wedge on this **never emerging from its development hell**. Hidden away from critical eyes for the last year after a jittery appearance at the 2001 E3 show, *The Getaway*'s lengthy development time was turning into something of an industry joke (almost as funny as those initial "screenshots"). **Will *The Getaway* recoup the £4million** it's alleged to have so far sucked out of Sony Europe's budget? **If it's renamed *Grand Theft Auto 4*, then perhaps.** The knives are out for this one – if it's not spectacular it's going to get a right old hammering in the reviews.

E3 EXPLOSION

See? **E3 isn't just an excuse for Stephen and Lee to spend a week in California** getting drunk on other people's expense accounts, there's business to be done. Not only will they have to suffer the indignity of jet lag, but they'll also have to spend at least 30 MINUTES walking around the show floor picking up press kits on all of the new games. Imagine how heavy their bags will be by the end of the day. **Have you tried partying in LA with tired arms?** Nightmare.

XBOX GAMES ON PS2

Bill Gates' personal fortune has been depleted by a few billion dollars, as his Xbox dream falls to pieces after a few short, under-performing months. But **we're not gloating. No wait, yes we are. Ha ha ha!** We are loving every second of the Xbox crisis, especially as the dominant PS2 gets to cream off many of the machine's best games. It's all good. **Be happy you backed a winner in PS2.**

ALIENS COLONIAL MARINES

See? **It does still exist**, it is still coming out, and it does look kind of alright in an *Aliens* type of way. So you can stop writing in and asking what's happened to it. Write in and ask us what our favourite TV programmes are instead – **we've got a cracking picture of Richard Whiteley** we're just dying to use.



BLADE IN HEAVEN

SOUL CALIBUR 2 LOOKS BEAUTIFUL. NO PUNS, NO JOKES, IT JUST DOES. SO LOVE IT

■ STRIKING

IN ITS SHORT LIFE THE DREAMCAST GAVE BIRTH TO QUITE A FEW genuine classics, most of which have already appeared on PS2. There is one game remaining, however, which has yet to make its way onto Sony's uber machine and it's arguably the biggest of the lot. Even now *Soul Calibur* is regarded as the definitive home fighting game. And yes that's including *Virtua Fighter 4* and *Tekken 4*. Pushing SEGA's console to the absolute limits and way beyond it still looks utterly gorgeous today. But we're never going to see that classic on PS2, we're getting the even more gorgeous sequel.

Running on the System 246 board, which is basically a customised PS2 system used for arcade games that makes it simple to convert hit titles to the PS2 console, *Soul Calibur 2* looks good enough to marry. We've just uncovered these new screens of every single default character in the game including the very first look at the new European rapier expert Rafael and the nunchuka clad Maxi in his new guise. Believe us, this really is one of the most elegantly desirable, dribble worthy games on the horizon for PS2. What's more, it's got hulking great meaty weapons in it. Fist fighting games are good but being able to cleave your opponents into several meaty chunks is better.



FLAWLESS OK, but her legs should be more bruised.



BRUTAL BATTERINGS How do you beat VF4? Weapons.



HEAVY METAL Surely he can't fight with that huge thing.



GORGEOUS Easily the best looking fighter ever made.



CENSOR Bet the nunchukas don't make it into the final UK game.

MAKE FRIENDS AND INCENSE PEOPLE

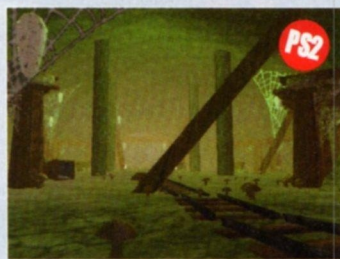
MAGIC WANDS AND SHINY SWORDS AT THE READY, **EVERQUEST**, THE WORLD'S BIGGEST ONLINE PC GAME IS COMING TO PS2.

■ SOCIALISING

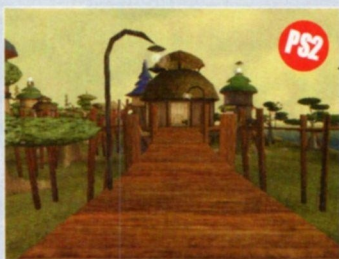
OVER 400,000 SUBSCRIBERS CAN'T BE wrong. That's how many gamers regularly log on to the inviting world of *EverQuest*. Across the world, social lives are destroyed by this gargantuan world of trolls, magic and burgeoning friendships. It's games like this that have given rise to the PC term MMORPG (massively multi-player online RPG) and it's one that PS2 owners are going to have to add to their gaming repertoire now that *EverQuest* is in development for PS2.

With Sony's online services primed and ready to be unleashed upon the American

masses this August expect a European release for *EverQuest* some time next summer. Admittedly that's a pretty long way off but there's still plenty to get excited about. The gameworld spreads over a massive 340 square miles and is able to accommodate 5000 players simultaneously worldwide. With nine races and 13 different character classes there's plenty of scope for each player to bring their own individuality to this humungous world and develop new relationships without ever needing to set foot outside the door. These three screens are the first glimpses of the PS2 version of *EverQuest*.



LAND BEFORE CRIME Almost ready to receive the 5000.



PIER PRESSURE Your new home for nights on end.



HORSES FOR COURSES Losing? Choose a different horse!



DONE ROMAN Race past Britannia's fake Stonehenges.

CHARIOTS AFIRE

CIRCUS MAXIMUS: CHARIOT WARS PUTS YOU IN A LEATHER SKIRT AND WHIPS YOUR BACKSIDE. SUBMIT, YOU BAD BOY

■ GRAZING

UNIQUE IN THAT IT'S A COMBAT RACING GAME not set in the future, *Circus Maximus* instead offers Roman chariot battling approximately 2000 years in the past. Head straight to Arcade mode for a quick race, then pick a driver, pick a chariot, pick a warrior and decide which kind of horse you want. There's even a zebra, should you desire go-faster stripes.

The L1 and R1 triggers control the warrior seated behind your driver, who may be commanded to slash away at any rival racer to your side. This cool feature allows for a unique two-player mode where you and a mate team up – one steers, one controls the passenger and attacks the enemy racers.

Four-players will be catered for via the traditional split-screen technique, letting you simultaneously hack and race your way

through the game's 19 tracks. Spread across seven Empirical environments, you'll be taking in Alexandria, Rome, Britannia, Cyprus, Germania and the oval hell of several Roman auditoriums.

Control seems about right. Turn too fast and you may flip your carriage over, exploding in a haze of leather, wood and horse guts. We watched a battered enemy chariot wobble along with a wheel shaking violently, before disintegrating and leaving its humiliated driver running along the track.

You can take yourself through a Career enhancing tournament or play with the training challenges should you fancy a little more than simple arcade racing.

Circus Maximus: Chariot Wars is fun to play, looks OK, has a four-player mode and comes with horses. Could *Kessen* be about to lose its crown of Best Horses In Video Games? We'll know at the end of summer.



A ROCK AND A HARD FACE

GET READY TO MUMBLE WITH SOME OF **ROCKY**'S GREATEST HITS.

CLOUTING

WHAT'S MORE FUN? BATTERING JURGEN THE stereotypical eastern bloc giant into a pulp, or rearranging Mr T's face? Choice 2: clubbing some WBO challenger about the ring or knocking Dolph Lundgren's square-jawed block off? As hard as developers try, boxing games are consistently dull affairs—they pale next to the violent and thrilling likes of *VF4* and *Tekken 4*. So getting Hollywood's most famously incomprehensible yet strangely successful brawler into the PS2 ring could be just what the boxing genre needs to.

Featuring all Rocky's famous opponents, including Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn, this game will play like a greatest hits compilation of Rocky's famous encounters. You know the score...

train until your legs fall off in all of those familiar, run-down, gyms. Batter your way to the top in accurately recreated fight venues. Bawl your eyes out and wail "Adrian!" over and over when you finally take the heavyweight crown over the superior but emotionally unstable challenger, whose supporters instantly turn to Rocky.

The final game should come filled to the rafters with the obligatory training modes that let you build up your fighter's abilities, an elaborate mix of fighting styles and a brutally comprehensive selection of thumping punches that will enable you to recreate the drama and spectacle of the films. Even Rocky's faithful trainer Mickey will be resurrected to offer advice as you work your way to the top. We should be hopefully be able to go the distance with Italian Stallion this October.



THE ICE WORLD Just nice to know it's there



MMM! BROWN! They should stop making brown games



SAVE THE HUMANS Attractive women first, of course



LOOKS... OK Not the most flattering screenshot ever

DEFINITELY DEF

NEW PICTURES OF RETRO-REMAKE **DEFENDER** IN ITS THREE DIMENSIONAL PLAYSTATION2 REINCARNATION.

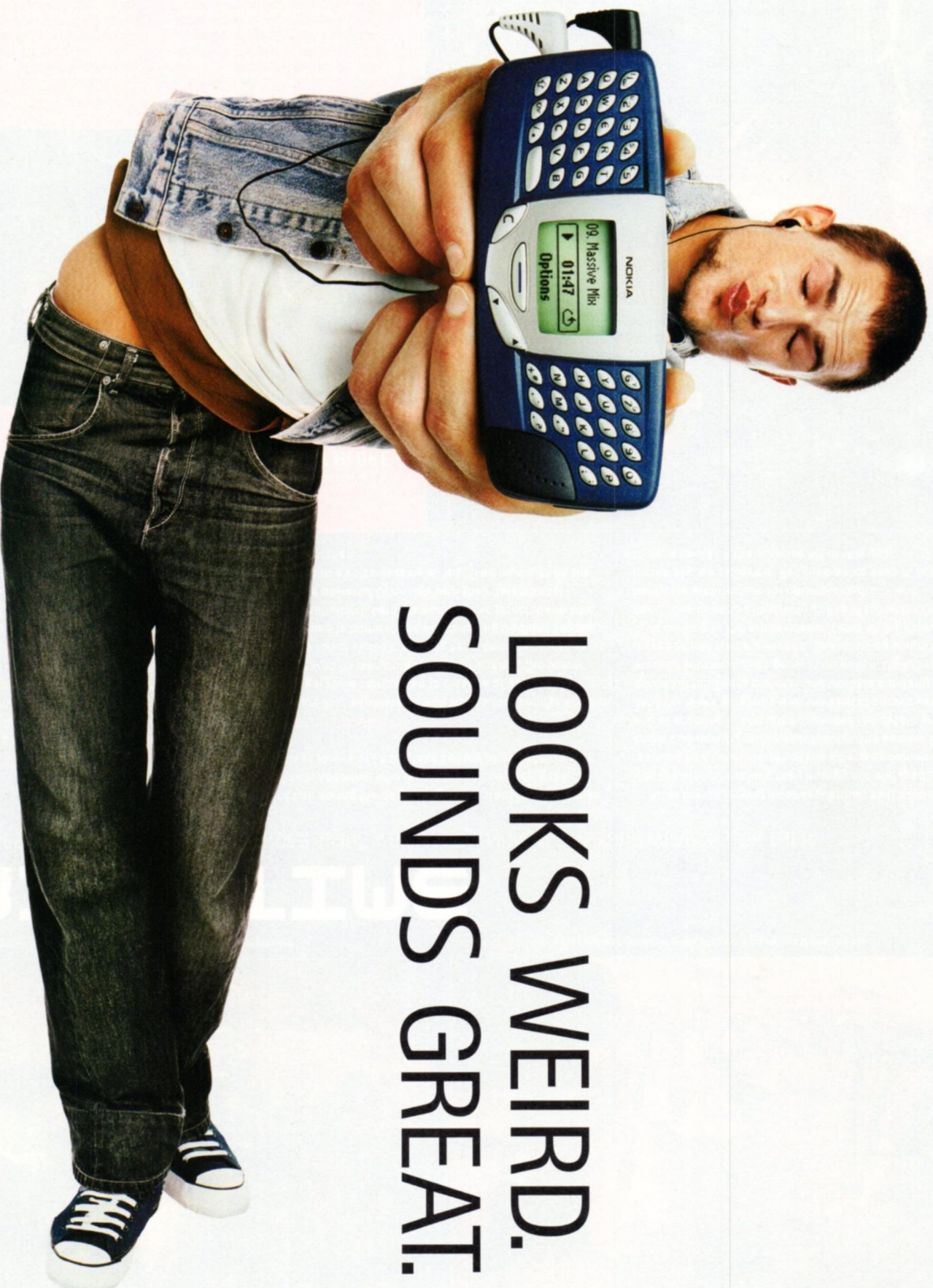
SHIP HITS THE FANS

THOSE OF YOU NOT ALREADY FULLY AWARE aware of how good PS2 is at portraying realistic snow are about to find out. "Defender takes the classic idea of defending humans against alien attacks, and remakes the game to allow for a next-generation experience," reckons Justin Heber, MD of Midway Games. Which roughly translates as "Hey, we've added an ice level!"

Take a good long look at these images because we have no new information whatsoever on how the PS2 game is

going to play, which renders this factual portion of the news piece rather meaningless.

Here's what we already knew. First announced a whole year ago at E3 2001, PS2 *Defender* is an entirely new 3D reworking of the crusty old classic. New for the PS2 version is an upgradeable ship that allows players to buy new shields, faster engines and powerful weaponry to avert the massacre of mankind. And there's a cooperative two-player game as well. Hopefully the thrilling rescue gameplay of the original will survive. If it does, we'll like it.



LOOKS WEIRD.
SOUNDS GREAT.

The New Nokia 5510 doesn't look much like a personal stereo. It really doesn't look like a phone, either. But it's both and a lot more; a text and games machine, WAP browser, FM radio and digital music player. Whichever way you look at it, we call it *human* technology.™ Join Club Nokia and get the most out of your Nokia 5510. Download ringing tones, fun picture messages, screen savers and new levels of Nokia games. Join free at www.nokia.com.au



Cross - combat

GREENSLEEVES The effects – in fact, the graphics in their entirety – are really impressive



NO GOBLINS HERE, MATE Pet gargoyles: handy for eradicating evil from various themed worlds

PRIME TIME

PRIMAL URGES YOU TO FIGHT CHAOS WITH ORDER, USING A GIRL AND A MONSTER AS YOUR WEAPONS. OK THEN.

TOPS

YES, SHE LOOKS A BIT LIKE LARA CROFT. LET'S JUST GET that out of the way right now and never mention it again. She's called Jennifer Tate, has a supernatural and demonic side and comes with a living gargoyle for a best mate. He's called Scree; players can switch between the two of them at will in this inter-dimensional battle between Chaos and Order, although each character has their own little puzzle sections that only they are able to solve.

That's *Primal* in a nutshell – girl and friendly monster versus the demons in a two-character crusade of goodness. Your motivation? Arella is the demon-bitch at the heart of the problem – she's good, but can only

function during the day. At night she transforms into her evil twin Abaddon, who is rather keen on seeing the restless forces of Chaos take control of planet Primal.

REALMS OF POSSIBILITY

There are four separate demon worlds for Jennifer and her trusty gargoyle companion to cleanse of all evil, each coming with its own unique style of enemy. The Solum realm is full of vicious, hunting Feral demons; underwater world Aquis is home to the peace-loving Undines (driven evil by pollution); Aetha is home to the ferocious Wraith; while the powerful Djinn live with their Salamander servants in a volcano temple. That'll be no doubt be the lava level, then.

All of that is largely inconsequential, as it happens – you run around sucking their energy out and gradually learning how to utilise Jennifer's emerging demon skills. And it's all looking rather spectacular. The camera isn't shy of zooming in and letting you see the detail, and Jennifer looks gorgeous with the kind of curves Lara Croft would kill for. Every monster and world is similarly stacked with next-next-generation polish. Unless it all moves at one frame a second, this could be a stunner.

According to the press release (wait for it), *Primal* has been "Designed to effectively utilise PlayStation2's hardware architecture for optimal results" – and incredibly, we believe it. Because we've seen it. According to us, it could be the surprise hit of this year.

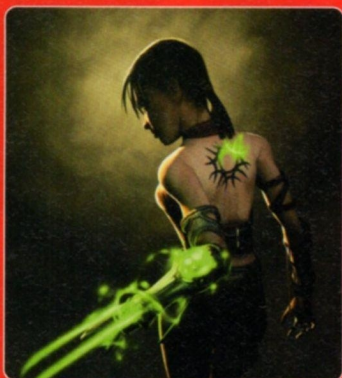
ROCK AND DOLL

THE NEW LARA, PLUS THE NEW... WHAT WAS THAT BLOKE IN BLOOD OMEN CALLED? THE NEW HIM. OR THE NEW DAXTER.



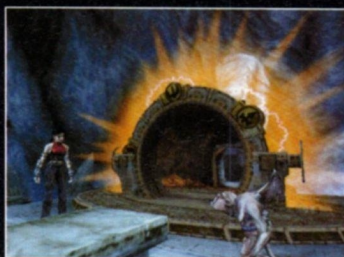
SCREE BIOGRAPHY:

Scree is a noble, proud and brave gargoyle. He's only half as tall as Jennifer, but very strong to make up for it. Scree acts as Jennifer's protector and guide. He's quite a naive chap, knowing little about the world that surrounds him – perhaps because he used to be made of stone and hang around on church roofs, with only the lead thieves and half-heard snippets of the faithfully deluded to keep him company.



JENNIFER TATE BIOGRAPHY:

A modern girl with a dry sense of humour, Jennifer is an orphan raised by foster parents. She's a rebel, she has a tattoo, she lacks a sense of personal identity and she's probably got a few unaddressed anger management issues. She's also a hacker, runs a cyber café with her boyfriend Lewis, spent some time developing computer software and is half demon. She doesn't know about the half demon bit yet.



HOLE Go through it and have adventures. Basically



20,000 FREAKS BENEATH THE SEA Fight underwater too



MINOTOUR DE FRANCE Look out for other terrible Tour de France jokes on other pages! Special collectors' issue!

DON'T FANCY YOURS MUCH

FIVE FACES OF MIGHTY MORPHING... JENNY

DEMONIC JENNIFER TAKES ON A NEW look for each of the game's four distinct realms: gills for the underwater level, tough-looking horny lumps for the dangerous Volca volcanoes and so on. Only one of her forms would we consider introducing to our parents. Can you guess which?



DEFAULT JENNIFER A bit of a goth babe. Grrrr!



SOLUM You'd be solemn too. Hairy wrestler



AQUIS Creature From The Black Lagoon. Hello



AETHA JENNIFER Stony-faced bitch



VOLCA JENNIFER Is that top flameproof, then?

THEY'RE COMING OUT OF THE GODDAMN WALLS

THOSE SHINY DOMED BITCHES OF BLACKNESS ARE BACK IN **ALIENS COLONIAL MARINES**

■ ACIDIC

RESIDENT EVIL WAS FRIGHTENING, SILENT HILL WAS GROTESQUELY disturbing, but nothing on PSone could match the drenched t-shirt tension of *Alien Resurrection*. The terrifying, breathless beep of your motion tracker... the foreboding corridors under diseased, flickering lights... the panic as you empty an entire magazine into the walls with your finger *glued* to the fire button, spraying ammo desperately, blindly. But then you saw them; the Aliens looked like anorexic koalas with broken legs. The fear subsided. But the PS2 is a machine to do these intergalactic maniacs justice, and *Aliens: Colonial Marines* is nearing completion.

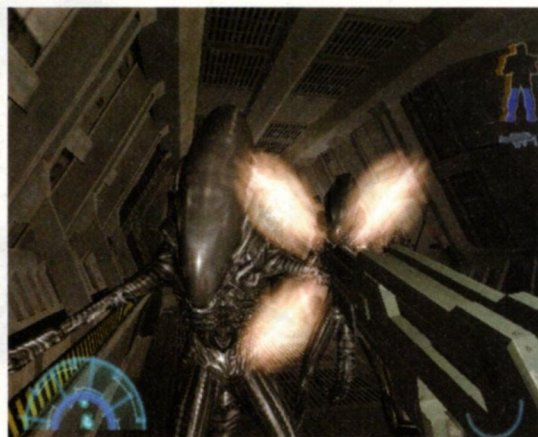
Sticking closely to the established mythos, your group of Marines is sent to LV-426 to investigate the disappearance of Ripley, Vasquez, Hicks and co as in the second film, *Aliens*. The

player takes control of various members of the troop as the whole lot of you creep, sweating through the base. Each of your teammates reacts differently to xenomorph encounters: rookies suffer panic-stricken aiming difficulties and paralysing fear that may even cause them to turn and flee. Veterans, on the other hand, react far more intelligently and prove to be your more reliable team members.

With the player able to control up to four Marines at one time, issuing orders to each on the fly, this unpredictability should make for some terrifying running battles with moviedom's most horrifying creation. *A:CM* spans three large campaigns over five locations, including the USS Sulaco and the Aliens' home planet, and is due out in November, but EA has been strangely evasive about the title for some time. It's almost as if it's lost contact with it... Is there something the company isn't telling us?



HALT! Or I'll dissolve in your acid blood and my head will come off in your mouth.



COLONIAL IRRITATION The aliens are just a metaphor, you know. For aliens.

CRASHED BOXES REWARDING PS2

CAR FIGHTING – THE EXCITING NEW METAL BASHING CONTACT SPORT REVEALED IN RAGE'S CHAOTIC DRIVING GAME, **CRASH**. WELL, IT'S SORT OF NEWISH

■ EMOTION ENGINEERING

HELLO THERE, YOU FORMER XBOX GAME! Welcome to the welcoming and infinitely more financially rewarding arms of PS2. This is *Crash*, a game that immediately reminds everyone of PSone's *Destruction Derby*, what with its arenas, cars with fire painted down the side and body panels flying about like the atmosphere's gone magnetic. Customised American hot rods and classic muscle cars are your steeds, with eight tracks and a further four challenge arenas. Developer Rage Software is keen to stress the immediately playable nature of *Crash*. "No engine tweaking, type balancing or pit stops, just glorious mayhem in the cars of your dreams," is how it's trying to sell it to us, and therefore you. There's also two-player, which should be fun. We're hoping for a pre-Xmas release.



BE SENSIBLE Always brake gently to avoid a skid. Never use full throttle. Why not tow a caravan?



PlayStation 2

TAKE SOMEONE SPECIAL OUT



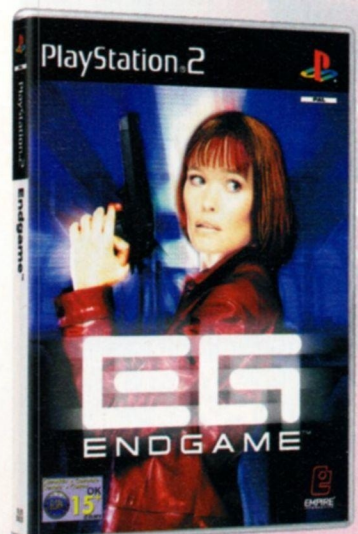
NO.1

LONDON NEW YORK PARIS BERLIN MILAN

DO YOU KNOW A GOOD SHOOTING GAME WHEN YOU SMELL IT?
 YOU KNOW, THE TYPE THAT ISN'T SIMPLY COSMETIC?
 WELCOME TO ENDGAME...

ASSUMING THE ROLE OF JADE, YOU MUST UNCOVER AND DEFEAT THE
 EURODream CONSPIRACY THAT THREATENS THE ENTIRE FUTURE. JUST ONE
 WHIFF OF ENDGAME AND YOU'LL BE TOTALLY CAPTIVATED.

"...WAY AHEAD OF ITS PAINFULLY LINEAR COMPETITORS" **PlayStation 2**
OFFICIAL MAGAZINE-UK



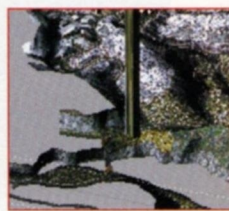
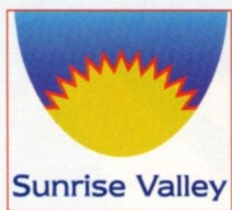
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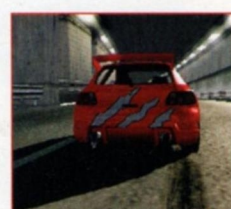
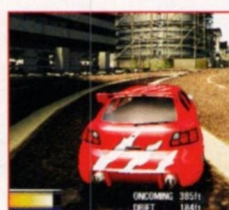
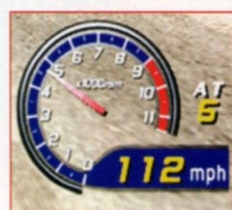
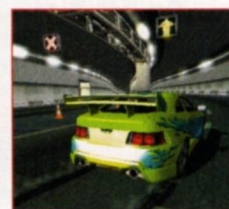
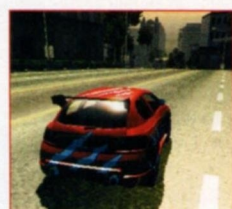
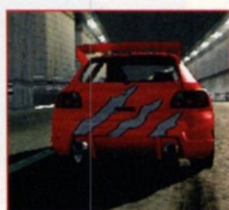
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THE CARNAGE CONTINUES

THEY'RE RAPID. YOU COULD ALMOST SAY... FAST. AND THEY'RE QUITE IRATE ABOUT SOMETHING, ALMOST... FURIOUS. THEY ARE, THEY SIMPLY ARE, THE RAPID AND THE IRATE. IT'S **BURNOUT 2: POINT OF IMPACT**

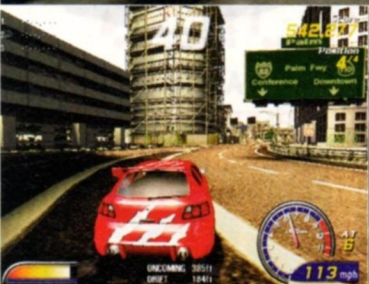


**WE KNOW!
WE KNOW!**
THERE'S NO TRAFFIC AND
NO CRASHES IN THESE – BUT
YOU WANTED TO SEE
IT EARLY, MMM?



WAY TO GO All the courses
are linked by the interstate

MEAN GREEN MACHINE 'Exotic'
tuned cars are perfect for street
racing. They're incredibly fast, too



▶▶▶▶ HOLLYWOOD IS FREQUENTLY CITED AS AN INFLUENCE ON GAMES.

but the effects aren't always believable. Or welcome. And these Tinseltown aspirations tend, perhaps inevitably, to lead to greater complexity and extra aggravation – sit through a *Metal Gear 2* cut-scene to see what we mean. So *Burnout*-meister Criterion is hardly alone in wishing to see its favourite films pass their genetic material to PS2. In fact, if we see another gaming moment 'inspired' by *The Matrix* we may just prolapse right out of time and space, only to return as a gas-based avenging spirit to crush the infidels with our interstellar justice prongs and... sorry, wrong magazine.

Fortunately, Criterion has no interest in Neo or the red pill. Nevertheless, the talented bunch that forms the *Burnout 2* team loves some pretty fine

movies, and it also likes *The Fast And The Furious*. *Ronin* is frequently mentioned, and its influence on the European half of the first game is clear. The car chase sequence from *Basic Instinct* was also cited – perhaps the first time the film has been discussed without the phrase 'uncrosses her legs' coming up – and the opening scenes of Bruckheimer's *Bad Boys* led them to Miami for one of the new locations. But so what? If everybody's doing this (*Stuntman*, *The Getaway*, *Medal of Honor*, *No One Lives Forever*) what difference does it make if *Burnout 2: Point of Impact* joins in?

Wait. It seems Criterion is alone in ignoring all the bullshit. After all, this is racing. Sometimes we just want cars, speed and crashes. We don't want reams of backstory or a just and good cause for driving maniacally. We don't want RPG elements. We might not even care about pretending to be in *Lock, Stock and Two Smoking Barrels*. Sometimes

we just want to get into a car and drive like Alistair Stewart himself is hovering above you in his *Police, Camera, Action* 'copter of infinite justice. The technical term for this is 'driving like a dick', a phrase we promised not to pepper this feature with from the moment *Burnout 2*'s creative manager Alex Ward uttered it. So don't worry Alex, we won't even mention it. Nobody will know.

It's a measure of how refreshingly direct the vociferous Mr Ward is about the game; about exactly what he and his team do and do not want to create. This is clearly a group with a very strong shared vision – if the game's good it won't be by accident, because they all know exactly what they're working for. So in the end the player need only worry about one thing: driving like a twat. "It's not illegal underground street racing," Ward told us, "we've binned all that story stuff. Oh, you're a cop and you're doing this and... no. It's an





CONES HOTLINE Imagine that those are oncoming cars. Go on, imagine! Go!



MASTERPIECE OF TASTE Our hearts say no, our heads say no, our hindbrains say YES!

illegal street scene and you're racing for pink slips... no. Nobody knows what they are. Or you're this guy and his father died... no! So we have no missions and no story. Let's just make an arcade game! Let's just have a race!"

THE FASTER AND THE FURIOUSER

Believe it or not, even this purity of vision – and execution – has met with opposition. "We go to Europe and people say "Why are you racing in this game?" says Ward, holding his palms out in despair. He looks perplexed as he gives the answer: "Because it's a racing game. *But what's the story?* The story is you're a gamer who's bought this really fast game on your PlayStation2..." It seems a pretty strong argument to us, but this inability to accept that you drive for the fun of it just goes to show how much the

MAX POWER-STICKERED CARS... BIG EXHAUST, BIG STEREO, TINY BRAIN. THE FOUR HORSEPOWER OF THE APOCALYPSE

game-as-celluloid-tale ethos has become expected. What's my motivation, Darling? I absolutely must know!

Your motivation is pretty much as it was before, to be honest. Even those of you with attention spans eroded to mere seconds by MTV and... oh, some other stuff we weren't really watching will have spotted that this is a sequel. It's the '2' that gives it away. You may well have bought the first

one – it was a considerable hit – but in that case, why should you be interested in a follow up if it hasn't really changed? Despite Criterion's refusal to be deflected from its pure arcade racing course, it *has* changed. It's been tuned to the point of detonation. It might be the same vehicle underneath, but it's meaner, faster, wider and packing a far greater punch.

So yes, there's more of everything, but it's not just extra numbers – there's extra attitude as well. Obviously a lot is provided by new 'custom series' cars – known as 'exotics' in the US – but don't assume the game underneath has received no tuning. We all know how sad things get when you glue a pile of skirts and wings onto something and ignore the engine, after all: just take a look at the next *Max Power*-stickered car that thumpthumps its way past you. Big exhaust, big stereo, tiny brain. The four horsepower of the apocalypse.

But we digress. Criterion's own research into reactions to the first game revealed that many changes were needed. Much of what it had done was felt to be simply too subtle. Some players, for example, didn't even realise what the boost bar did. They never unlocked anything and thought the game had just three tracks and five cars. They never spotted the Face-Offs, didn't realise traffic cars had different levels of aggression, never saw those cars' reaction to the player's horn, never even *found* the horn (on the circle button – awkward) and never realised the traffic was different every lap. Fair enough, some of this was caused by simple stupidity and those infinitesimal attention spans, but these things should be so stupendously obvious as to make a sky full of fluorescent spacebadgers with helium exo-skeletons and cowboy badges seem shy and retiring. Especially in an arcadey title like this. >

MY FRIENDS CALL ME FLAPS

WHAT IS IT WITH CELEBRITIES AND KKKR-AZY NAMES? HUH? WHAT? TELL US!

THE FAST AND THE FURIOUS WAS DIESEL POWERED. No, we're not being metaphorical, it's true. The unfeasibly named Vin Diesel played lead baldy Dominic Toretto, and as if that wasn't enough the film also starred Vyto Ruginis, Peter Navy Tuiasopopo and Johnny Strong the Second. We can't let this pass without comment. It seems that, should you want to join Vin and his pals on the path to ridiculous fame, Hollywood riches and unlimited oral sex performed on you by hysterical women who just can't help themselves and you haven't already got a stupid name, you'd better make one up. Just look at this lot. Weird.

FAMOUS AS

TOM CRUISE
ICE T
BORIS KARLOFF
MR T
RED BUTTONS
DAVID CARRADINE
CHEVY CHASE
HULK HOGAN
DON JOHNSON
WOLFGANG JACK
VIN DIESEL

REALLY CALLED

THOMAS MAPOTHER IV
TRACY MORROW
BILL PRATT
LAWRENCE TELLO
AARON CHWATT
JOHN CARRADINE
CORNELIUS CRANE CHASE
TERRY JEAN BOLEA
DON WAYNE
BOB SMITH
'VEHICLE IDENTIFICATION NUMBER' DIESEL



PIGS WILL FLY The new Pursuit mode adds an extra dimension. Maybe width



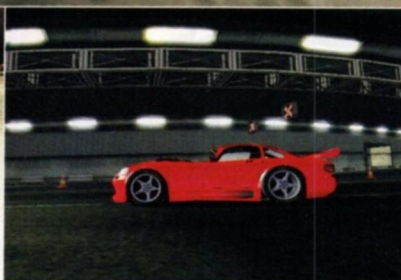
BRING THE NOISE

WE'VE OFTEN POINTED OUT HOW VITAL SOUND IS IN CREATING THE EXPERIENCE. THESE GUYS ALREADY KNOW

MOTORSPORT IS MORE EXCITING IN REAL LIFE than on TV, and a lot of that's the thunder. Once you've heard an F1 engine start up, the skittering of a World Rally car's wastegate or a pack of WSB Ducatis on full throttle, you'll never be easily impressed again. And too often authentic, atmospheric sound is overlooked – and not just in racing games. Only EA seems interested in making its racers sound anything like as violent as the real thing, with their last two F1 outings. Well, EA and this lot.

Soundman Steven Root has been recording all kinds of exotica, from race prepared Porsches and Dodge Vipers to the drastically tuned road cars of dedicated boy racers. One Viper even melted his microphones... This is no weedy synthesised flea-whining, but dirty, ripped and scary. That's more like it.

He's also significantly reworked the role of the music, with a harder-sounding set of metal-edged tunes influenced by bands such as Limp Bizkit, Linkin Park, Feeder (nooooo!) and, more interestingly, Ministry. The music's got a far higher tempo to get players in the mood, and reacts strikingly to what's happening on screen. In the first game, activating the boost faded your sounds out, replacing it with little more than a heart-monitor's bleeping. This time it's the opposite. All hell breaks loose – the music redoubles in intensity and you know you're on boost. It's full-on filmic in the 'high-octane', Bruckheimer/Furious mode and – cranked at high volume – it's massively impressive.



UNDER CONSTRUCTION It's far more detailed but just as smooth – impressive





True. And perhaps circuits aren't always the best solution either, although the merciful lack of contextualising backstory at least means credulity isn't stretched as to *why* you're driving in circles. If there's no reason *why* you're racing in laps then there's no reason *why not*, after all. And this time, point-to-point races are making an appearance in addition to circuits. The streaming method of loading means it would theoretically be possible to race through every mile of track, and although there are no plans to make such a vast race, it does give the developer considerable scope when it comes to mapping the routes. It can send you wherever it wants, so you'll find the four point-to-point courses twirling right out of one area to another – say, down from Crystal Summit, right along I-88 (the fictitious name for the new interstate, a never-used road number with echoes of Route 66) and down into Palm Bay. These linear tracks appear in various guises within the game, but chiefly they've been created for one of the new modes: Pursuit.

A subset of the expanded Face Off mode, this sees you at the wheel of a classic US cop car in a high-speed pursuit, Rosco P Coltrane-style, chasing down lawbreakin' double-dealin' no-good scum and trying to make them die – less Hazzard County and more LAPD in that sense, then. Naturally a circuit wouldn't be right for such a chase, as you could sit and eat doughnuts until he came back. Does the inclusion of a cop car mean you'll be chased by police then, as in EAs upcoming *Need For Speed: Hot Pursuit 2*, a natural competitor of *Burnout 2: Point of Impact*? No. As we pointed out, Criterion has a very strong vision

Easily as important as the course layouts, of course, is the mass of traffic sprawled across it. These all-too-believably sleepy drones have been spruced up in many vital ways, again in response to criticism of the first game. Few people realised the original traffic drivers had three levels of aggression, although you probably noticed it when cars swerved towards you rather than away. Bloody white van drivers... we thought they said this thing *wasn't* about realism? Almost all the drivers are set to 'nice' now (in the game...), as this kind of behaviour was perceived as unfair to the player, and their honking, light-flashing reactions are more obvious. After all, if *you* saw a car pelting towards you on the wrong side at 170mph, *your* reaction would probably be less than subtle too.

Each kind of vehicle has its own speed now, so gaps grow and shrink as cars, trucks and lorries make their way independently. Obviously this is going to greatly affect how you move through it all, and should make for some fantastic "breathe in!" moments as your escape route shrinks. But the greatest danger is always going to be at crossroads, where Criterion frequently staged set pieces in *Burnout* – two vehicles crossing as you flew through, for example, leaving you to shriek through the narrowing gap. If you could. But at times cars almost came from nowhere, and again it felt unfair, so here the junctions have been widened. Drivers are always going to be able to see what's coming and plan ahead, because the developer is adamant – if you crash, it must be your fault. So while the first game sometimes forced you into oncoming traffic, or at least made it likely you'd end up there, this time it's more

Crash replays have gone, in as much as you can select, save and view them at the end of a race. Now they're strictly 'in-game'. It was too easy to crash first time around as well, and two things have come of this. First, your car takes heavier knocks before a crash sequence is invoked. And secondly, if it's just an innocuous little tap, you won't have to endure a motion-blurred replay from three different angles. Stupid little prangs will be ignored. Big smashes still get the full treatment, however, and if a member of the public does something astonishing during the pile-up, the camera will pick up on it. Unfortunately it seems the team will persist



SLIP SLIDING AWAY Drifts and near misses are still key – and jumps join the list



THE DESIGNERS HAD A DREAM ONE NIGHT AND THIS IS WHAT THEY SAW...



SUNRISE VALLEY

Desert: Albuquerque, Nevada, Arizona style. Hot, fast and dusty. Can it refresh the cliché?



CRYSTAL SUMMIT

Mountainous area complete with slippery snowline, Hoover-style dam and a ski resort. Switchbacks aplenty



INTERSTATE

The central link, far different from the original. Wide and fast, look out for useful sliproads



BIG SURF

Californian coast-style, as in *Basic Instinct*'s car chase. Twisty coastal road heads back into urban area, crossing Palm Bay and the Interstate course



AIRPORT

Tear right through the drop-off zone, hear the announcements, see the luggage trolleys, the taxiing planes... The short course is a fast oval

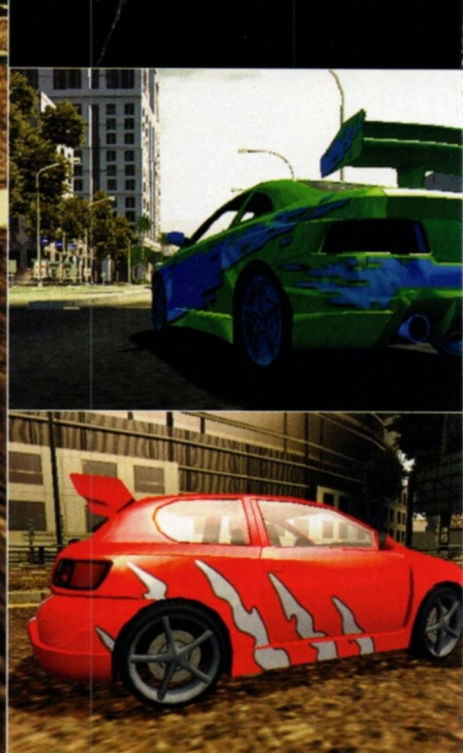


PALM BAY

A Miami slice. Palm trees, art deco buildings, an urban 'Heights' and a bay area below



SHINY RED CAR Played with by Shiny Happy People. And greasy ones in baseball caps



EXCUSE ME,
PLEASE MAY
I HAVE
SOME MORE?

THE ORIGINAL BURNOUT WAS A LITTLE THIN ON DRIVABLE CARS, DESPITE HAVING SO MANY IN TRAFFIC. THE SEQUEL PUTS THAT RIGHT

BURNOUT 2: POINT OF IMPACT HAS 22 DRIVABLE cars – a vast improvement on the original. For a more detailed discussion of the new arrivals you can read the main feature, but we understand your impatience. You're a thrusting dude (or dudess) about town. Time is of the essence. You want the information *now* (get on with it! – Ed) Maybe you even want it in text message form? So why not beep loudly and only read the consonants of what follows? [LOL. ROFL. DIES.]

■ There are SEVEN basic cars: a supermini, a 4x4, a pickup and three styles of sports car. Only two of the seven basic vehicles are taken from the first game, and both have been significantly 'refreshed'.

■ There is a TUNED version of each one of these seven. They're lowered, sprayed, alloyed, stickered, boosted and generally ripped to the tits on car steroids. Yes, even the 4x4 gets the treatment.

■ The final group of seven are the SECRET cars. Not all of them are that secret – the cop car, for instance, is visible in the screen shots. Each one has a reason for being there: the jam jar is for the new Pursuit mode, the Nascar is perfect for the airport oval, the... oh, we won't spoil it. They are secrets, after all.

■ The FINAL car is the Driver's Ed car, ironically the first car you use. If *Burnout 2* is the Anti-*Gran Turismo*, then Driver's Ed is the Anti-License Test...

IN HIDING Tunnels are rare, don't worry – this was just one of the few finished areas



LIFE LINE You'll never have this much space in the finished game





VIPER-ESQUE Mental car to start with, tuned to hell... it's the way forward, dude!



with the full-screen motion blur at these points, in which case we can only hope it's deployed in a considerably more subtle way than before. Film techniques may well be a big influence, but Barbara Cartland-movie soft-focuses seem a step too far.

HIT ME BABY SEVERAL 1000 MORE TIMES

Happily, and despite what your parents might tell you, these crashes are now very big and very clever. Huge, even. The car deformation has been moved on to a far bendier and more damaged place, and you'll see bonnets, wheels and all kinds of expensive things flying off as you crumple into the metal burrow of your newest pile-up. It's a far cry from the uniform dents and broken windows of the first one. The damage done during a roll even affects how the car reacts as it continues to crash, such is its complexity. Criterion describes the new treatment as being more 'Hollywood', and really that should tell you all you need to know. In honour of this – and to keep the lunatic in all of us quiet – a dedicated crash mode has been added. There's a two-player version as well, where you take turns to cause the most expensive pile up possible, probably after you've had a few drinks. Hey, are you sure this thing isn't realistic?

Cars. Did we mention the cars? There are now 22, a far more satisfying count than the original nine, and only two of them are familiar. Both the Roadster and the US Muscle car return, although each has been redesigned. The Muscle car in

IF THERE WERE ANY BETTER CARS FOR THIS, THEY'D TRULY BE ONE-OFFS... WAIT! THERE ARE SOME ONE-OFFS

particular has a far more American style, and has an even stronger flavour of a famous long-bonneted vehicle that rhymes with 'dodgy wiper'. Not that it does for legal purposes, of course. As Alex Ward says, the references are numerous but it's the 'flavour' that's important: "Burnout's a flavour of driving, it's a flavour of the cars. And we want them to be the cars you see everyday on the road, so you do see a supermini type car, you do see a roadster, you do see a lorry, you do see a bus... not everyone drives a tuned-up Tom's Supra tailslide nitrous car with decals on..."

You, however, will drive one... or rather, get the flavour of it. Of the 22 cars there are seven basic vehicles: the roadster, the US muscle car, a coupe, an SUV, a long wheelbase pickup, a sports car with Mustang tendencies and a new 'compact', as America calls them, which may or may not look oddly like a Type R Civic, if we may be so bold. Then there are seven 'custom series' cars, the aforementioned 'exotics' – heavily modified versions of the standard cars. Lovers of *The Fast And The Furious*, a film splashed onto the screen with a knobbly red fountain pen leaking testosterone ink, will know this type well. And

despite our reservations about the film itself, we can't help but admit there's something deeply, tackily, flamboyantly fantastic about them. There's no better vehicle for a game like this – a semi-ordinary car but lowered, alloyed, tuned, painted, decayed and stoopidly fast. Bring it on!

If there were any better cars for this, they'd truly be one-offs. Wait! There are some one-offs. Seven, in fact, and we can teasingly reveal they include a Nascar-style stockcar, a police car and a classic modified American thang from another age. These obviously need unlocking, but they're not the only surprises in store – stung by criticism of the lack of secrets to unlock in the first game, Criterion has determined to throw all manner of odd wonders into the sequel. The chap who commented how great it would be if the petrol station actually worked might find something to entertain him here, for instance...

If you're good with numbers, you'll have noticed that's only 21 vehicles. The last is a Driver's Ed car, a stereotypical Stateside trainer complete with roof bollard. The game starts with a series of tests in Driving 101, but before you start sighing with boredom, note this: the object is not to drive well. You won't be inching your braking points forward searching for the last tenth of a second. In fact, if you want to pass you've got to drive like a twat. And if you want to complete the game, you'll have to drive like a twat. *Burnout 2: Point of Impact* is actually all about driving like a twat. And that's exactly why this tuned up version of the Anti-*Gran Turismo* is so very appealing. Just don't tell Alex Ward that we said so.

PSW



"NOT EVERYTHING CUTE AND COLOURFUL IS EMBARRASSING"

ETA
OCTOBER
2002

KEEP YOUR TROUSERS ON At least he doesn't battle in his briefs, like the sexual deviant Maximo does



SPECIAL E-VEXX This Black & White-esque creature is just one of the odd beats of Astara

VEXX

MAGICAL GLOVES, PROJECTILE FIREBALLS, SHINY, BOUNCY CREATURES; YOU GUESSED RIGHT, IT'S A PLATFORMER.

TYPE PLATFORMER

PUBLISHER ACCLAIM

GAME GLANCE

- / 18 levels spanning a variety of diverse locations
- / Multi-player games hidden within the single-player
- / Radically different day and night cycles
- / Sundials enable players to change time of day

SEE IT ON DVD

- / Next gen platforming
- / Witness the magic gloves!
- / Well, gauntlets...
- / As good as *Jak & Daxter*?

THE PLATFORMER HASN'T HAD AN easy time of it in recent years. The heyday when Mario, Sonic and Crash Bandicoot sat proudly at the top of the sales charts are long gone, replaced by a cynical apathy borne out by recent dire offerings such as *Frogger* and *Monsters Inc.* Sickeningly cute, mindlessly repetitive and childishly straightforward; platformers get a lot of stick, and justifiably so in most recent, lacklustre cases. The flak isn't always warranted though. We absolutely loved *Jak and Daxter* and *Maximo*, it's just a shame we have to trawl through so much bilge to unearth the rare diamonds.

Now it looks like our torture at the hands of these bottom bouncing, joy-sapping travesties is about to get a massive reprieve. Vexx is on the way and we're genuinely looking forward to this one. Rather than blindly

PSW PROPHECY

BEST BECAUSE

▲ Vexx looks like building on all the good bits that made *Jak and Daxter* and *Maximo* so enjoyable.

WORST BECAUSE

▼ Still no major, radical gameplay innovation
▼ Will be hard pushed to knock *J&D* off its throne

rehashing the age-old and decidedly creaky platform staple, Acclaim Studios has instead taken a good look at its most illustrious stable-mates and taken on board the classiest bits of each.

Remember standing atop the temple in *Jak and Daxter* and gazing out over the entire gameworld with every significant structure visible as far the eye could see? Vexx follows in its technically impressive footsteps with the ability to view all of the game's landmark features from anywhere in the gameworld. It's a pretty impressive feat considering Vexx comprises 18 diverse areas that combine to make up a rather gargantuan world. What's different about this selection of colourful worlds is the amount of detail that's been lavished upon each area.

SO REAL IT'S UNREAL

Plough your way through the game like a drunken oaf, bouncing off everything in your path, and you'll be able to knock over numerous insignificant features in the environment. Everything has been designed to react realistically to your actions. Chairs will tumble over. Twang a tree branch and

the whole thing will swirl about, and even your clothing flaps about when brushing off the various unsteady items.

Everything looks deliciously vibrant as daylight bathes the world in a warm glow and casts realistic shadows over every feature. Unfortunately, like stumbling into Kings Cross when day turns to night, the sun going down on Vexx's world transforms it into a perilous place that the Blair Witch would think twice about venturing into. Animals suddenly develop a more aggressive



SHOCKINGLY GOOD Electrical thunderbolts are a genre necessity.

DON'T GET VEXED, GET EVEN

/ MEET THE CHARACTERS WHO WILL HELP OR HINDER YOUR PROGRESS.



// VEXX

The cocky hero of the adventure, Vexx is on a mission to avenge the death of his grandfather. Armed with a magical pair of gauntlets he can swim, glide, climb and kick numerous invader butts. A bit hot-headed and cocky, he's also remarkably fearless and possesses a biting, sarcastic wit.



// DARBY

Vexx's mentor looks after the young rebel from an early age, forming an unlikely partnership. While he imparts his vast knowledge to Vexx (enabling him to learn enemies' weak spots and reactivate the ancient Astani transport system) he's also a bit of a raving loony at times.



// REIA

The last of the Astani race, like Vexx she lost her relatives when she was young and desires to seek revenge on Yabu while protecting what is left of Astara. Sympathising with Vexx, she chooses to help by providing him with assistance in locating the Astani transport system.



// DARK YABU

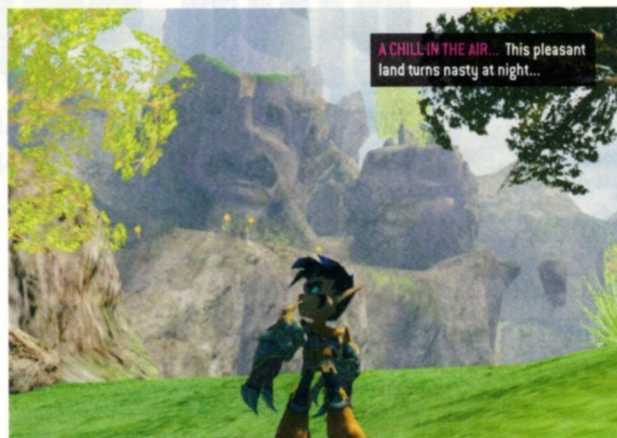
The stereotypical evil plunderer with a megalomaniacal personality. He even watched while his fellow shadowraiths perished in the attack on Astara in the hope that he might be the only one left to rule the land on his own. His one desire now is to destroy the last remaining Astani, Reia.



VEXX AND DAXTER The backdrops look familiar...



KID GLOVES There's a dark side to the game as well



A CHILL IN THE AIR... This pleasant land turns nasty at night...

stance towards any unwanted travellers, and dark shadows conceal the health-sapping dangers that lurk in every corner.

So just why are you exploring these treacherous lands when you could be lazing in the inevitable sun-drenched, sand-strewn level? When the peace of Astara was shattered by the invading Shadowraith Dark Yabu, Vexx's grandfather was murdered trying to save the young rebel. Managing to escape the invading force's clutches, Vexx scarpers and hides on Yabu's ship, where he finds

the mythical Astani battle gauntlets.

It's these gauntlets that give Vexx his combat powers, enabling him to take on the might of Yabu's minions to avenge his grandfather's death and free Astara from his evil. To make combat as intuitive as possible, Acclaim has developed a system where certain attacks can be cancelled mid-move, enabling the player to string together unique combos for spectacular battles. But if you don't want to get too close to the hideous creatures that inhabit this world, the gauntlets can just as easily fire off bolts of energy at onrushing beasts.

The gloves also enable Vexx to glide, climb and swim through areas impassable to other inhabitants. Spot an over-hanging rock ledge or steep uneven surface, and the gauntlet-clad Vexx can scramble up them to search for the multitude of secrets hidden within the game world. Uncover the sundials carefully secreted away in difficult to find spots and you can instantly transform the menacing black of night into the multi-coloured pleasantness of day. There are even a number of multi-player modes that can only be accessed once you've discovered them in the single-player.



SHAKE AND VEXX Putting the freshness back into platforming?

FIRST OPINIONS

PSW

Stunning games like *Jak and Daxter* and *Maximo* turn up far too rarely at the PSW offices. Not everything has to tax the brain or look more realistic than life itself. We like a bit of extravagant escapism as much as the next man, as long as he's not a frog, a couple of hairy monsters or a duck in a sailor's outfit. And *Vexx* could be just the lighthearted, imaginative diversion we need after the hours of death and destruction *Solid Snake* and *Jimmy Patterson* have caused recently.

"DINOSAURS WEREN'T DESIGNED TO COPE WITH ROCKET LAUNCHERS"

ETA
NOVEMBER
2002



DINO STALKER

TIME-TRAVELLING, SHOOTING AND DINOSAURS IN ONE PACKAGE. IT'S THE GAME STEVEN SPIELBERG WANTS HIS MUM TO GET HIM FOR CHRISTMAS.

TYPE	SHOOTING
PUBLISHER	CAPCOM
GAME GLANCE	
/ Dinosaurs!	
/ Lightning guns!	
/ World War 2 involvement!	

PSW PROPHECY
BEST BECAUSE
▲ Everyone likes dinosaurs don't they?
▲ Everyone likes light gun games don't they?
WORST BECAUSE
▼ Code Veranica Survivor was rather poor
▼ The dinosaur trend has surely passed

THE INTRO MOVIE STARTS WITH A

World War 2 fighter plane battle above the Atlantic Ocean. We had to check if we'd got the right disc. We had. The pilot parachutes out of his vehicle, and in a plot-twist taken straight out of the *Twilight Zone*, is struck by lightning and somehow teleports into a world full of dinosaurs. Luckily, a second strike of lightning beams a massive gun into his hand. Then it's onto the first level – parachuting to Earth while shooting pterodactyls. A mysterious woman in rubber thigh-length boots later appears after you stumble across what appears to be a meteorite crater. She disappears immediately.

DINOSAURS THROUGH TIME

THE HIGHS AND LOWS OF THE REPTILE EMPIRE

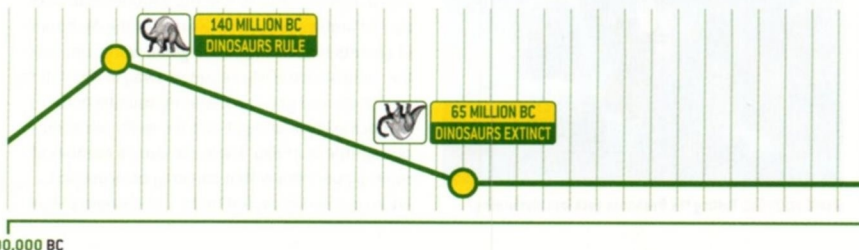
It's not a dream we had last night, you don't end up running naked down a street or worrying about your teeth falling out – it's the reality-warping beginning to the new, all-shooting *Dino Stalker*, the unofficial third entry in Capcom's *Gun Survivor* series. So... you, a gun, some dinosaurs. That's your game. Of course there's more to it than that and we shall therefore begin to explain exactly what.

You're in control of your movements throughout. Fancy walking off to the left? Fine, see if we care. You're not "on the rails" you are instead free to roam and gaze about as you desire. Left stick moves you backwards, forwards, left and right, while the right stick points your weapon and lets

you look around. Do what you like, it's your game. Although the makers would no doubt advise you to follow the little direction arrow that blinks away on your scanner, otherwise you'll run out of enemies to shoot and get a trifle bored.

THEY'RE COMING OUT OF THE WOODS!

The scanner shows plenty of blips – or slaving dinosaurs as they reveal themselves to be under closer examination – to hunt and destroy. Find them, find weapons, combine weapons and dinosaurs to create red mush. The options screen has the choice to turn the blood green, should you wish to pretend they're zombie dinosaurs to give





YOU... EAT HIM They're not fighting each other, they're scheming



WEAKOSAURUS Two bullets puts these rubbish dinos down



SURVIVAL OF THE GREENEST Use the sniper scope for remote death



KILL THEM ALL! Or just wait a few million years 'til they die out

the game an extra dimension of terror. Kill them all, because you're rated at the end of each level and you need a save position to be proud of.

It's not all free-roaming extincting, though — there's a speedboat section which trundles you along a set course, leaving you to simply swing around and blast the monsters that attack from all sides. It's here that the game looks most like a compilation of scenes from *Jurassic Park*, with its misty distances, tumbling rocks (that you can shoot to destroy) and squawking reptiles swooping down to bite you in the face.

Elsewhere during our brief preview playtest we encountered weaponry. Considering that dinosaurs weren't designed to cope with rocket launchers, they do a remarkably fine job. One end-of-level boss is a pair of mutant T-Rexes that absorb a full assault of rockets before becoming

mincemeatosaurs. Sadly, the cool little zappy laser gun we found which seemed to teleport dinosaurs instantly out of sight had run out of ammunition by that point. Oh, the possibilities!

COOL GUNS BLAZING

Elsewhere you have implausibly powerful and impressives lightning guns, shotguns, pistols, and you'll also be pleased to hear that the *Dino Stalker* man comes equipped with a built-in zooming sniper-scope view as standard. The scenery also provides a lot of opportunity for extra curricular destruction should you prefer shooting the inanimate. Contrary to the laws of physics a simple two pistol bullets will knock over a tree, causing it to collapse and uproot itself from the ground. Rocket launchers can take out a small forest with one blast, while wooden crates explode in flames

when shot, and rocks may be blasted to bits in order to clear any blocked paths you may encounter. It's not a realistic game — even schoolchildren know that dinosaurs and rocket launchers never coexisted. But then a game where kindly herbivorous dinosaurs quietly munch upon grass while roaming the plains in family groups wouldn't be that exciting, eh?

We're not allowed to reveal to you the events beyond level three, possibly because the fourth mission starts with a desert scene that has been shamelessly and perfectly copied from a well-known science fiction film. They probably thought we'd poke fun at it. They were probably right. Damn them! Damn them all to hell! [That's a clue as to the film's identity, not an insult aimed at the developer, which seems to be doing a fine job].

/ GARY CUTLACK



FIRST OPINIONS

PSW

We're liking it so far. Better looking than *Code Veronica Survivor* and with a lot more action throughout, this blend of dinos and blasting seems like a match made in heaven. Although the game is actually being made in Japan, just to clear up any confusion.

"WHEN MEN AND RAILINGS COLLIDE"



ETA
NOVEMBER
2002

HOT WHEELS: Even your boots are customisable

ROLLING

MORE INLINE MAYHEM INVADERS THE PS2, IT'S LIKE A DOMINO AFFECT, LINE THEM UP AND KNOCK THEM DOWN

TYPE | ROLLERBLADING

PUBLISHER | RAGE

GAME GLANCE |

/ Big cities
/ Big crashes
/ Small wheels

SEE IT ON DVD |

/ Men with trousers hanging
around their knees
/ Smooth skating
/ Grinding specialists

THE GLAMOROUS, INTERNATIONAL playboy life of the games journalist allowed us to play *Rolling* at this year's E3, and since we have a review of *Aggressive Inline*, we thought we'd check out that game's competition. *Rolling* is an inline skating offering that combines the gaming values of *Tony Hawk* with

the speed and fluidity that's making rollerblading one of the world's fastest-growing sports. *Rolling* looks set to do for rollerblading what our *Tone* did for skateboarding. And we're the first people in the world to see it.

Was it worth the line at this year's Rage Software booth? First impressions are yes – *Rolling* is a smooth, colourful, fast *Tony Hawk*-alike grind 'n' trick game set in your

usual variety of urban, suburban and man-made skate parks. There's a loud soundtrack (more on that later), loads of dangerous tricks (more on those later), real skating locations (more on those later), real skaters (more on those later) and plenty of fast-edited video clips of grown men colliding with cement.

PSW PROPHECY

BEST BECAUSE

- ▲ It looks just like *Tony Hawk* on rollerblades!
- ▲ The rollerblading community will all buy it!

WORST BECAUSE

- ▼ We've all already got *Tony Hawk*
- ▼ The blading community is five people in total

TWICE THE WHEELS

We've had *Tony Hawk* on a BMX (Dave Mirra, Mat Hoffman), *Tony Hawk* on a snowboard (Shaun Palmer), now the inline skaters – or 'rollers' as they're referring to themselves these days – want in on the action. As do the companies involved. To this end *Rolling* will offer a bewildering range of authentic, recognisable-if-you're-into-this-kind-of-selection of

'blading clothes and gear. Currently around 1200 individual items have been included in *Rolling*, all authentic gear from over 30 of the companies people into this kinda thing recognise. See that man's hat? Rollerbladers would probably kill for it.



GOING UP? Man and air, together in perfect harmony

"MAN, I AM SO DOWN WITH THIS SCENE IT'S INBELIEVABLE"

CONVINCE FRIENDS YOU'RE A ROLLER WITH THIS HANDY GUIDE TO 'BLADING TRENDS



/ GIRLS!

Girls compete against men on the pro tour. The key lady player is Fabiola Da Silva, a Brazilian sweetie who if involved in any other sport would have been on the cover of *FHM* in a black bra by now.



/ MAGAZINES!

Be seen reading *Be-Mag*, a global magazine produced by rollers, in their own time, for no financial reward. Interviews, columns by big names, fashion shoots – your general lifestyle mag stuff.



/ CLOTHING!

You need to wear Senate, Poynter, Krucial and Grindhouse – many of which will be represented in *Rolling* thanks to its use of around 1200 individual items of real skating gear.



/ BOOTS

Rolling's producer wears USD boots as he collapses in agony in Rampworx. An entry level pair will set you back around \$400; BUPA private medical insurance starts at around \$750 a year.



/ NO PADS!

Rollers don't wear protective clothing. No helmets, no pads, no gloves, no cricket boxes to protect your nuts when falling plums-first onto a railing. Safety gear is for wimps... and skateboarders.



/ UNDERPANTS!

Trousers must be worn low to display underwear. They're standard jeans, just worn low. You need to walk and stand with your legs apart to stop them falling down. These crazy youngsters, eh?



BALANCING ACT It's like being a human train



WHO'S THE MAN? He's a real-life blader, that's a real-life hat, and those are real-life boots

Rage has also had a huge amount of input from pro skaters, even down to choosing the game's name – *Rolling's* original title *SK8* was ditched, after skater Jon Elliot said it sounded "crap" and would've been an embarrassment to the scene. "We 'Roll'" said Jon, "that is what we are proud of. We have used this term in many adverts, and stand by it. Inline, aggressive, rollerblade... these are not the right words for what we do. I would use the word 'roll' in the title somewhere". And verily did the project become known as *Rolling* and Jon avoided unfortunate embarrassment.

And pity poor old Dave Bradshaw, for he was the guy forced into the motion capture gimp suit

and forced to perform for the cameras. Dave won the Liverpool Rampworx's SlamJam competition last year – which is your guarantee of quality animation throughout the games 300+ knee-trembling tricks. You'll be able to build your own skater too, thanks to an as yet unnamed creation feature that 'morphs' three elements together – mix a fat face with a bald man and if your perverted enough you can create a fat bald guy. New facial components will also be hidden among the levels, so if you want to give your man a touch of Barry Manilow you'd better get looking.

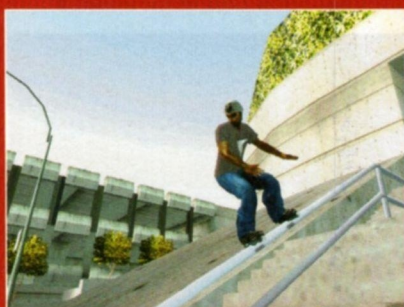
WHAT DO YOU DO THEN?

You mean you can't guess? It's a mixture of collection, scoring and finding-stuff challenges, that it's fair to say have a lot in common with your standard *Tony Hawk* gaming protocols. The game's logo has been broken into pieces and placed about the levels to collect, scores need to be attained, plus there are more leftfield challenges to add a bit more excitement to the mix (like finding lost records and giving them to the DJ so the crowd may commence partying).

The play techniques are near-as-damnit identical to *Tony 3's*, with the now traditional use of triangle to grind and a button each for jump, grab and flip. After five minutes of acclimatisation



MIGHTY BLADES Put your finger over that man's feet and this could be a screenshot from *Tony Hawk 3*



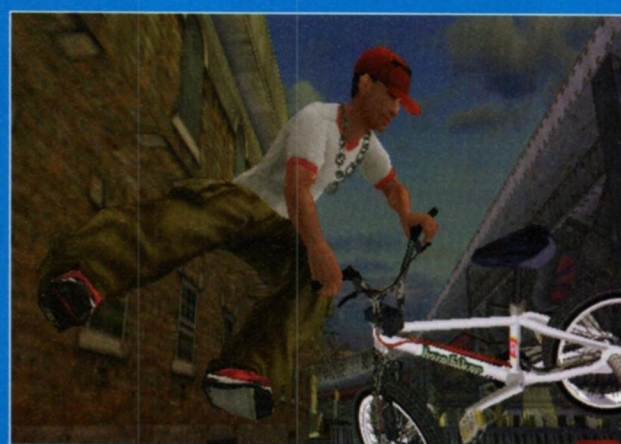
TRAGEDY! Steps are considered unfashionable by rollers

we were able to grind, jump and trick as if we'd been playing the game for weeks. Even the subtle elements are the same – a quick down-up press on the d-pad fires your man into an instant 'manual' trick that's ideal for linking lumps of scenery together for those big scores.

Rolling seems like an excellent idea and it's visual stylings are somewhat different to those in *Aggressive Inline*. All looks well and good for the game and it's nice to see rollerblading getting its turn at the lime-light. Whether or not it lives up to the amount of fun we've had with *Aggressive Inline* or not remains to be seen, but with level of control the stars are having it should be good.

"PIMP YOUR BIKE SEAT TO AH... WELL... A PIMP"

ETA
OCTOBER
2002



DAVE MIRRA XXX

WILL THE REAL EXTREME SPORT GAME PLEASE STAND UP

TYPE	BMX
PUBLISHER	ACCLAIM

GAME GLANCE
/ Pay for a show
/ Give yourself a show
/ Talk to pimps
/ Ride with the best... physics

SEE IT ON DVD
/ Massive worlds to explore
/ Plenty of NPCs to swear at you
/ A huge trick list
/ Nothing like it in the genre

WITH AN OVER-CROWDED

populace of extreme sports games, it's becoming increasingly more difficult to have a product that stands out (unless your name is Tony Hawk). To this end it has become apparent that you need to go way over the top to have your product's head noticed. Unfortunately no game has done this yet, that is, until Z-Axis' XXX.

Dave Mirra XXX is - as people following the series might have guessed - the third installment in the franchise. Each version of the game has had something unique and evolutionary to offer, be it the huge levels, being the first Freestyle BMX game or impressive character and bike models. Every chapter in the saga of Dave Mirra has been a reasonably enjoyable outing, though, never quite reaching that level of

direction it needed. XXX is the perfect step away from this problem and its layers are wonderfully woven and densely thick.

Let's imagine for a moment that the actual real-world life of a pro rider is one of sex, drugs, pimps, public urination, foul-mouth language and general debauchery, if this were true, how would one get in touch with this wild-ride of fun and happiness? Dave Mirra XXX is your answer. The guys at Z-Axis have taken a turn for the better, added nothing but swearing and innuendo to the game, along with employing an actual comedy script-writer to create the funniest objectives yet seen in an extreme sports game and made the whole deal work. Not only that, but anyone familiar with the Howard Stern 'home-away-from-home' strip club; Scores, will be pleasantly surprised that the place actually exists within the game and the girls... well if you rummage enough coins who knows what FMV treasures you might uncover.

MIRRA MIRRA ON THE WALL WHO HAS THE BIGGEST T...

Aside from the over-the-top changes, the game

looks incredibly sweet. Hot off the heels of their Aggressive Inline gem, Z-Axis have really come into their own. Unfortunately for Acclaim, the success Aggressive Inline and XXX will offer is going to be the last handed to them by the developer as the company has disappeared, filed into the ranks of the all-consuming Activision and it's many hordes of promising young development houses. Apparently based on the success and overall sweet-ness of both of their latest offerings, Activision presented Z-Axis with an amount of



PSW PROPHECY

BEST BECAUSE

▲ This is going to be the most controversial game this year! And who can argue with controversy?

WORST BECAUSE

▼ We honestly can't think of any reasons why this game will be bad. It has puppies in it, puppies!



RELIEF From having the seat wedged up your butt the whole time.



JIGGLE Me timbers, a panty shot too!



GUYS? Why guys when we can make a girl?



SPIKEY They sure make them not like they used to

money that would feed a small alien planet for two of their alien years (I would tell you how long an alien year lasts but then I'd have to kill you). Suffice to say, Z-Axis and Acclaim are no more. However, that isn't to say that they aren't tying up their current project, which happens to be *Dave Mirra XXX*.

Despite all of this though, it's important we give examples of just what to expect, you see, *Dave Mirra XXX* could well possibly be more hardcore than *GTA 3*. One section we played had you riding past a pool, complete with undies-clad Timmy- a ten year old boy not all together there. Wearing a helmet, floaties and only his jocks, we're introduced to the boy pissing in a disgusting pool, he'll tell you to f..k off and all sorts of nice child-like tidbits [kids say the darndest things]. The goal here is to cause an accident that sees a forklift overturn and it's gas cylinder blasting around the immediate area of the level. This not only opens up new sections, the cylinder also rams Timmy into a nearby wall, knocking some sense into him whereby he looks down at his semi-naked and urine-covered self and declares; "f..k I'm wearing

my underwear" and promptly runs home. Awesome.

Not content with topping every other sexually-oriented game, *XXX* comes complete with a create-a-rider mode that features female riders that can be used toplessly (is that even a word? - Ed.) and included are the auspicious jiggle physics. Yep. Physics, topless, create-a-rider. Classy.

AND THE WINNER OF THE JOHN HOLMES AWARD IS DAVE MIRRA

Due for Australian October release, *Dave Mirra XXX* seems to be on track to deliver the goods in the extreme sports department. It has all of the riders people familiar with the franchise will know, plus its extensive create-a-rider mode is going to be the cream of the crop. And with comedy writers aboard, huge levels on par with *Aggressive Inline* and nakedness to boot, it's sure to spark more than a mere glance. In fact, about the only thing that'll hold this little baby up is the blind-as-you-can-get censorship board, but it is after all the life of a pro-rider, surely it's educational.

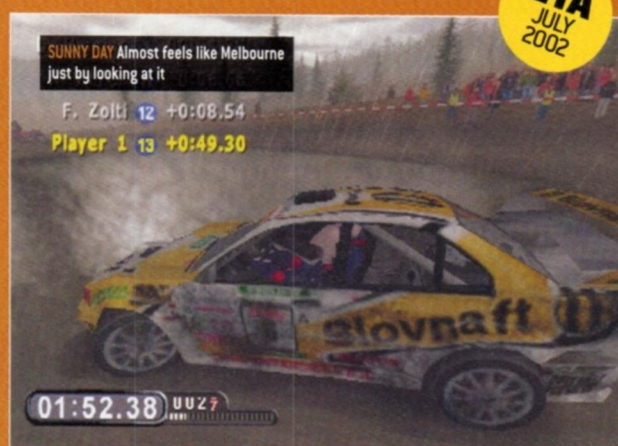
/ NICK BURNS

FIRST OPINIONS

PSW

The perfect direction for this type of game. Though Mat Hoffman is more tied into the strings of reality and a good-natured family setting, *Dave Mirra* will appeal to a sense of humour we all want to indulge in the interactive level of things. It's the same reason we all loved *GTA 3* and we're sure that will transcend to *Dave Mirra XXX*. It's funny and not in a crass way, well, maybe it is but that's why we love it and you seriously wouldn't want it any other way.

"RALLY GAMES WIDESPREAD ENOUGH TO QUALIFY AS NATION, SAYS HOME OFFICE"

ETA
JULY
2002

RALLY CHAMPIONSHIP

YOU CAN'T HAVE TOO MANY RALLY GAMES. WAIT, DOES THAT SOUND RIGHT TO YOU?

TYPE	DRIVING
PUBLISHER	SCI
GAME GLANCE	
/ Five classes of car	
/ An awful lot of mud	
/ More speed?	
SEE IT ON DVD	
/ Brown tracks	
/ Red tracks	
/ Red and brown tracks	
/ Cars!	

NOBODY'S INVENTED A HIPPO

racing game yet, so if you want to slide around in mud you'll have to do it in a car. And why not these cars? If you prefer your rallying in a flat-out arcadey style, this could be just the thing. *Rally Championship* is an immediately accessible game, as its name suggests – yes, it's a championship about rallies. And that's about as complicated as it gets.

Not to be too cynical, it's got pretty much everything you'd expect. On the other hand, and to be too cynical, it's got nothing you *won't* expect. The Subaru Imprezas, Mitsubishi Lancers, Peugeot 206s and Ford Focuses (should that be Focii?) are predictably all here, although not always in the liveries you'd want. You're probably hanging on the edge of your seat by now. In fact, there are five

classes of cars to choose from, of which the most desirable is the classic class. Here you'll find the Audi Quattro, Mini Cooper and Lancia Stratos, the last of which may sound like a 1970s *colagne pour homme* but which actually looks like a wedge of cheese. There's irony for you.

Curiously, the Career mode requires you to purchase your own car and win cash for better ones, in the same way as *Gran Turismo* – other rally games seem to have ignored this money management aspect so far. In order to begin your international career, however, you must first take part in some local rallies (for local people) – you need the cash. Scotland, Wales and the Isle of Man beckon before more exotic locales such as the USA, Arctic and Kenya are accessible. For the more impatient there are always the quick race, arcade

and multiplayer options which should keep attention lacking people happy for hours (is that an oxymoron?).

One major thing our early look at this game revealed is its blistering speed. Even the smaller cars fly along at a considerable rate of knots, and the rather attractive backgrounds never slow down when they shouldn't. It has some great effects, too, such as the cascades of water shooting from the wheel wells as you hit puddles and the expanding crust of dirt around your rear end... so to speak. The tracks appear to be designed specifically to make the most of the impressive velocity, so if the vicissitudes of *V-Rally 3* and *Race of Champions'* handling put you off, there's always this to look forward to. There's optimism for you.

/ STEVEN WILLIAMS



BRIDGE OVER TROUBLED WATER This is the actual one. Right there.



ASTRA LA VISTA "I'll be hatchback." Hahahahaha [sudden death].

FIRST OPINIONS

PSW

Rally Championship isn't going to set the world on fire, but its incredible speed and smoothness is definitely a big plus point. The lengthy but simple tracks will either be a chore or a blast, depending on your personal preferences – the *G7*-style buying decisions aren't going to swing the balance for the driving fanatics, but will certainly add a little depth for those who want a tiny bit more than immediate fun. But only a tiny bit.

"LIKE FINAL FANTASY, BUT A BIT MICKEY MOUSE"



TOUCHY Don't mention his shoes. His mum bought them

ETA
NOVEMBER
2002



CAREFUL, GOOFY "Screw you too, pal"



KEY PERSONNEL The giant key is... key. Does that help?

KINGDOM HEARTS

ONE OF THE BIGGEST NAMES IN GAMING JOINS WITH A GIANT OF FILM TO CREATE THIS, A GAME WITH A NAME THAT INVOKES NEITHER. WEIRD.

TYPE	RPG
PUBLISHER	SONY
GAME GLANCE	
/ Loads of Disney characters	
/ Loads of Square characters	
/ Hitting each other!	
SEE IT ON DVD	
/ Creatures from two worlds	
/ Gathering together nicely	
/ And kicking seven types of hell out of each other	

KINGDOM HEARTS IS THE UNION of Square, creator of the benchmark *Final Fantasy* series, and Disney, created by a Nazi sympathiser erroneously believed to be in cryogenic suspension. Each firm has its fans, and both fanbases are worrying about this seemingly odd marriage. Will the FF characters featured here – and the role-playing elements themselves – be 'Dumbo-ed down' too far in search of kiddie cash? Or will the Disney characters be rendered in a dark, unattractively un-Disney way that will terrify children so much that they'll never want that *Kingdom Hearts* McMeal? Reasonable concerns, as this is assuredly a strange combination.



FLASH Kingdom Hearts is nothing if not attractive.

But neither group need worry unduly, as the result is well balanced and more than a little impressive. The host of Disney characters stay true to their roots, so although you meet Winnie the Pooh you won't have to defend yourself from his lunging sword attacks and cracked laughter. Some of us are quite disappointed about that, actually. Evil characters such as Captain Hook have no such compunction, and will set about you with vim and probably vigour as well. There are also those such as Tarzan who fall somewhere in the middle and, perhaps confused by years of swinging into trees and saying "Come, we must go", requires you to fight him – but only to prove that you are good. Bless him, it's the only language he understands.

While the game clearly is aimed at a younger audience, it's got an undeniable sheen of quality that will appeal to older players too. The *Final Fantasy* chaps and chapesses are slightly cutesified in appearance, but there are good things happening too. Firstly, all these fights are in real-time, rather than turn-based. A health bar replaces the usual hit points system, making the game flow far smoother. And talking of smooth, the animations are exceptional... but great moves are as naught with nowhere interesting to go, so it's lucky you've got Wonderland, Tarzan's Jungle,

Agrabar and Atlantica to explore on your quest to restore King Mickey to the throne.

The biggest hitters of both canons are here, including Squall, Tidus, Leon, Wakka and Cloud from the *Final Fantasies* and Goofy, Donald, The Cheshire Cat, Queen Alice, Hades, Hercules, Jaffar, Aladdin and Pinocchio from fresh-frozen Walt and his scribbling mates. Curious and curiouseer, you can also summon a selection of characters to aid you in battle, including Simba, the Genie, Musha, Dumbo, Tinker Bell and – of all things – Bambi. Perhaps your opponents won't be able to see through the tears? Or will we see Bambi clattering all four hooves into the head of an unconscious opponent for minutes on end, distended nostrils jetting steam into the cool night air as a hollow moan builds uncontrollably in his throat? No. No we won't. Some of us are quite disappointed about that.

STEVEN WILLIAMS

FIRST OPINIONS

PSW

Combining two of the biggest presences in their chosen fields certainly seems like a good idea from a marketing standpoint, but will it be fun? It looks good so far, so if you can handle the ultra-nice graphics and general air of, well, ultra-niceness, you won't be disappointed.

PREVIEW UPDATE

THESE GAMES ARE CURRENTLY IN DEVELOPMENT, SO WE UPDATE THEM AS OFTEN AS POSSIBLE

TIMESPLITTERS 2

INSERT 'FOUR-PLAY' JOKE HERE

IF YOU HAVE ANY IDEA ABOUT VIDEOGAMES, YOU know that *TimeSplitters* was one of the best multiplayer games to hit PS2. The sequel's coming, promising to enhance the one-player game and add iLink support for eight separate TVs and PS2s to enjoy what will surely be the best console link-game yet conceived.

The developer's also announced *TimeSplitters 2* for Xbox. Must've seemed like a great idea at the time. The Xbox screens don't look any better than the PS2 version, in fact they're so suspiciously familiar we suspect they actually are the PS2 version being passed off as Xbox for publicity purposes. But we digress...

The cooperative story mode – where two players go through the game as mates – is yet to be revealed, but news has leaked forth about the enemy intelligence: "In the Deathmatch, the goal with AI is to make it essentially the same as if they were real players," says bearded *TimeSplitters 2* developer Dave Doak, "so they will be aware of how much damage they're taking, if they're being outgunned and things like that, so they will try and evade." There will be over 90 characters to choose from and/or kill, each unique and in keeping with the original's kooky-curvy design ethics.

But we don't care about that, we just want new levels to play four-player battles in at lunchtime and for two hours after work every day like we did with *TS1*. iLinked. One TV each. No excuses. We're excited. It's like we're six years old again and *TimeSplitters 2* is Christmas. It just can't come quickly enough.

■ TYPE: Shooting ■ PUBLISHER: Eidos

■ ETA: September



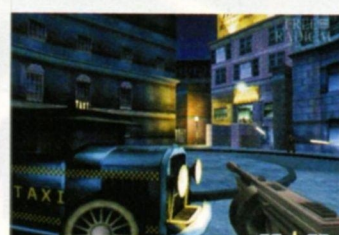
SILENCER IS GOLDEN EYE PSW would like to apologise for that pun



KILL THE BUILDING Do as we say. Do as we say



BREAKDANCE ON THE STREET And six feet off it



DO YOU EXPECT ME TO WALK? No, I expect you to die

PRISONER OF WAR

IT'S VERY CAMP [SORRY AGAIN- ED.]

WOW, IT SEEMS TO BE SOME SORT OF NEW IDEA, something we've not seen on PS2 before; will it actually work? Is escaping from prison camps the new direction in gaming that's going to take the place of driving around in circles in sports cars? We dunno, but we've just got this kind of hunch feeling in our bloated, sausage-filled stomachs telling us that *Prisoner of War* could well be something people are going to like and latch onto in a big way.

Maybe that feeling is just the result of a dodgy kebab from the local shop, but we still reckon this could be alongside *Medal of Honor* when the war-game sales totals are totted up at the end of the year.

Take a look at these new screens of the game in action. We took them ourselves. It was a pleasure, not the usual chore that sitting at the grabbing machine presents. That alone should impress upon you how keen we here at PSW are on *Prisoner of War*.

■ TYPE: Escape ■ PUBLISHER: Codemasters

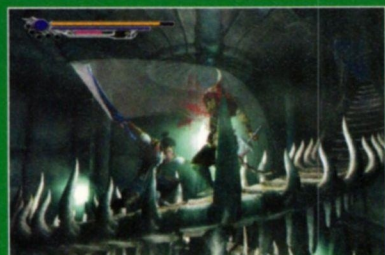
■ ETA: September



CONCENTRATE The NRL match failed – they were all wingers



THE FAT AND THE DEAD
Character models: good



TAKE A SEAT... HA! Even the environments look dangerous



PUGIL STICKS Contenders...! Rrrrrready!



FEMMES FATAL "This next one's an old Abba song..."

ONIMUSHA 2 DEAD RINGER TAKES ON UNDERWORLD – PICTURES!

LAST MONTH WE FEATURED 19 NEW IMAGES OF ONIMUSHA 2. This month we offer four more. We're mad for *Onimusha 2* we are. Think *PSW*, think *Onimusha 2*. We are now gaming's foremost authority figures on *Onimusha 2*. If Oprah did a show about people who are addicted to *Onimusha 2*, we'd be the experts she'd get on to talk about it.

Slight problem though – it's still all in Japanese. If Oprah asked us to explain the story we'd be dead. But videogames need narratives like Dolly needs more tits – stories are only put in games to make them longer and more boring, aren't they? Who cares what he's saying, he's only there to add 30 seconds to how long it takes you to complete it.

Key point about *Onimusha 2* is the non-stop action. Even after being desensitised to violence by playing the Japanese version for some two months, it's still fairly shocking to see how much slaughtering is required. Well, actually, we find it quite sexually arousing to see all that blood and flesh flying everywhere, but we'll save that for when we go on Trisha's episode entitled "Help me! I think I'm going to snap and start killing people!"

If you also want to snap and start killing people, at least wait until you've played *Onimusha 2* first. They don't let you have PS2s in Wormwood Scrubs. It'll be out here this November and will be more than worth the wait judging by the excellence of the Japanese game.

■ TYPE: Action adventure ■ PUBLISHER: Capcom
■ ETA: November

RUN LIKE HELL DIE LIKE A GIRL.

"WITH AN ANTICIPATED RELEASE DATE OF THE spring of 2001", begins the initial press release for *Run Like Hell*, giving some sense of just how long this action/adventure/sci-fi thingy has been in development. It still looks like *Resident Evil Code: Veronica*, which is no bad thing.

These images, however, show plenty of bad things – big bad scorpion things, big bad spider things, and big bad men with big bad gun things. The good voice-acting skills of Lance Henriksen are being utilised – presumably he'll be playing the role of one of those humans, unless his scorpion impression is really good. The story seems copied entirely from *Aliens*, the gameplay a direct descendent of any *Resident Evil* you like. It's superbly gory, shocking with its use of adult language and slopped about blood.

Do we have any new information? Not really, we're just letting you know we haven't forgotten about it. Look! It still exists! Just like the similar *Aliens: Colonial Marines* which has also magically re-appeared this month with new images (Global). It's a good month to be a survival horrorist.



CAN'T READ No, Run Like Hell!
Not Stand There And Shoot!

■ TYPE: Action/adventure
■ PUBLISHER:
Virgin Interactive
■ ETA: October





SICK! Death animations in Evolutions kick!



SHE'S HUNTING Raptors are especially scary



TUROK

The real evolution

YOU MAY NOT KNOW ENOUGH ABOUT THIS FAMED SERIES TO WANT TO GET ALL EXCITED ABOUT IT; AFTER ALL, IT WAS AN N64 EXCLUSIVE FOR ALMOST SIX YEARS. SO WHY IS THIS A GAME YOU SHOULD BE KEEPING YOUR EYE ON? FOLLOW US ON A TREK THROUGH THE VINE-WRAPPED WORLD OF DINOSAURS HUNTED.

THE UNFORTUNATE THING ABOUT THIS BUSINESS IS THAT THROUGH THE PROCESS OF

competition certain enthusiasts are always going to miss out on something. And as the nature of this industry demands loyalty, it's even harder for the hardcore to truly reach out and touch any product they see fit, in fact, it is a twist of irony that the mainstream can do this without a second thought, yet for those with their roots planted deep and firm in the soil of gaming it is a case of blasphemy. Nintendo loyalists are the worse off for this, and at the start of the Sony reign, a PlayStation owner could be easily mixed up with a mainstream buyer, allowing us the freedom to explore our options. However, as the power of PS2 has ushered in a new age of gaming, and a whole new army of fans, our own brand-loyalty lies deep beneath the graphite casing of our PS2s and its roots are as strong as those Nintendo fans. What this means to us is that when a new product - one we've never been able to touch before - is available on our beloved console, we lap it up like the forbidden fruit it is. One such product, a franchise called Turok, has sprouted on the PlayStation tree of loyalty after almost six years of service to Nintendo and their now defunct Nintendo 64 console. Is this the first signs of gaming becoming a commodity, or is it much more than that? Follow us as we discover the humble beginnings of Turok, its reasons for avoiding the

PSOne and why we should all be getting very excited about it on PS2.

I AM TUROK

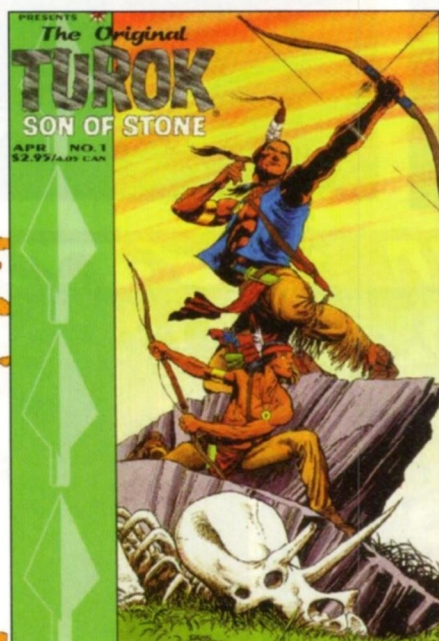
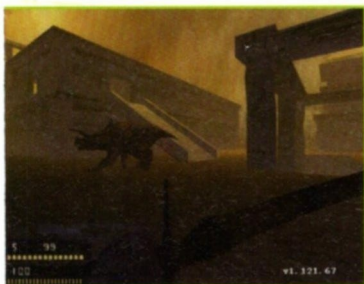
In 1954 an anthology comic called Four Color Comics ran a risque story about a Native American hero called Turok: Son of Stone. In the 1950s it was almost unheard of for a Native American to hold such a position of responsibility and significance and yet within the pages of the Western/Gold Key comic, Turok was a compassionate, able body and minded hero, the perfect role-model, not only for young Native Americans, but the budding young minds of every culture. The story was a one-shot that garnered significant response and so, almost a year later, he was given another attempt at proving his mainstay. His popularity proved strong enough and he was given his own series. For the next 25 years the Native American would spark the imaginations of thousands of readers across the United States for over 164 issues before the series would come to an end. His endurance over that time was a testament to the vision and importance of comics and also to the world of heroes, where no skin colour would ever stand out as a reason to not buy the story. These heroes were all about valor, courage, dignity and morality. As long as a hero stood for these things, he or she was guaranteed an audience. Turok: Son of Stone ended in 1982,

and enjoyed a lengthy break from the medium of comics. A young company called Valiant Comics, born out of a license to produce three of the Western/Gold Key titles, would once again re-ignite the stories of the Son of Stone. And after an 11 year break, Turok returned to open arms as the Dinosaur Hunter.

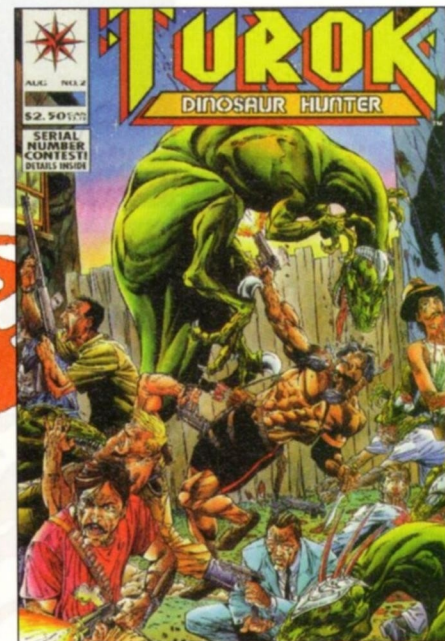
HUNTING STONES

This revived Turok story would be a little different to the hero seen and evolved in the 50s. Writer David Michelinie (Spider-Man, the Incredible Hulk) and renowned artist Bart Sears (X-O Man O War, Violator mini-series) would re-invent Turok for a modern comic reader. The Son of Stone was now stranded in time, forever a savior of the Earth against a horde of mechanically-enhanced Dinosaur-like creatures called Bionosaurs. Displaced in time and space gave our hero the chance to use modern and futuristic weaponry against his and Earth's new foes, and for every issue of the 43 issue update, Turok would fight for the freedom of the Earth and his duty to mankind. This update to the character and re-telling of his story proved to be hugely successful as Turok: Dinosaur Hunter issue #1 sold 1.7 million copies, an unprecedented amount for a book of that time, especially since the character had been out of circulation for over a decade. It confirmed Turok's

ATTENTION To detail is one of the key things in the game



GOOD READING Is what the Turok comics were all about



place among legendary heroes like Batman, the Punisher and Wolverine. However, despite this successful transformation Turok would undergo one last revival treatment before he would become the videogame character we know of today.

In 1996 Valiant Comics was taken over by Acclaim Entertainment and a new Editor-in-Chief was appointed. The world renowned writer Fabien Nicieza, which many comic readers would know from his award-winning run on the X-Men comic at Marvel Comics, would once again re-write the legacy of Turok for an ever-changing modern-day reader. Turok remained the Dinosaur Hunter, but the story was now changed to a blood legacy where the eldest born male of the Fireseed family was given the task of protecting the Earth from the threat of the Lost Land. The Lost Land was now populated with alien races, mutant dinosaurs and malevolent warlords. His work cut out for him, it seemed that Turok had finally reached the pique of his stead on Earth, but as the oldest male in this generation of Fireseeds, the newest Turok was a 20-year-old college sophomore not ready to bear the burden of the Son of Stone. Still, the stories and misadventures of Joshua Fireseed filled the Turok fold for two years as a number of one-shots and a limited series. These books are still readily available, and if you're interested, are well worth picking up for a read. Not only did Nicieza change much of the Turok character

TUROK: DINOSAUR HUNTER BECAME A MIXED BAG OF OLD AND NEW TURUK IDEAS/

we knew, but the direction of the game. The first game was loosely based around the Turok character of David Michelinie and Bart Sears' creation, however, in keeping with the movements of the title, Turok 2: Seeds of Evil [the name of the second game on the N64] was changed to fit in with Nicieza's version of Turok. This may have been a bit of a confusion to people wondering where Turok's long hair had gone [more on that shortly], but it worked better with the new Turok stories and would become the basis for where the game's side of the franchise would go next.

THE ULTIMATE GAME

Despite the game being made as a part of the new Acclaim consumption of Valiant and the changes being made to every title at the direction of Nicieza, Turok Dinosaur Hunter became a mixed bag of old and new Turok ideas. What this meant is that in the timeline and consistency of the comics, Turok Dinosaur Hunter sat in a limbo state. The story seemed perfectly adapted to the new direction of the Son of Stone, however, visually Turok looked much like a hybrid of his two former adaptations, and for those paying attention to the series, this may have seemed a little odd. Inconsistencies aside though, Turok was one of the most advanced games of its time, specifically for console. In the field of First Person Shooters, PC

had always reigned supreme, and while versions of Doom, Duke Nukem, Quake and the like had always been ported to console in the money hungry world of multi-platform gaming, few games had ever been built from scratch with console technology in mind. But Turok would be one of the first games in this genre created specifically for console, in fact, the game was tailored for the N64 with no other platforms in mind. What this did for the game was a seriously large step in the right direction. Turok was an adult game with gore-a-plenty, it had an intriguing story told through involving real-time cut-scenes and featured a number of new gameplay mechanics like full analogue control, taking advantage of that N64 feature among others. The game encompassed massive worlds that varied - for their time - in graphical representation, and while much of the environment's textures were low resolution they did change level to level creating a sense of direction and a feeling of exploration. Turok was also the first game in the genre to feature dinosaurs, the creatures looked amazingly detailed for their time and the animations were very realistic despite the development team only being able to draw on references from movies and cartoons for the right ideas. This became one of the strongest features of the game, specifically for people completely unfamiliar with comic series and

/ IT
CONFIRMED
TUROK'S
PLACE
AMONG
LEGENDARY
HEROES
LIKE
BATMAN.../



would later be the franchise's saving grace.

Turok Dinosaur Hunter was met with critical claim the world over, and became one of the first reasons to own an N64 (though why you would we don't know).

THE ULTIMATE SEQUEL

It pains us to talk about how good this franchise got with the induction of its sequel Turok: Seeds of Evil having never been able to play it other than on N64, but Iguana (later called Acclaim Studios Austin) really pushed this game's development in the right direction. It remains one of the prettiest games on the N64 and stands as an achievement in console FPS design. AI was considerably higher than ever before and the sheer size and scope of levels was enormous. In fact, as the game's life-span increased so did the number of complaints about level-size and lack of being able to save at any point in the game, this gripe was to be one of two fans of the series would have. Within each level of the

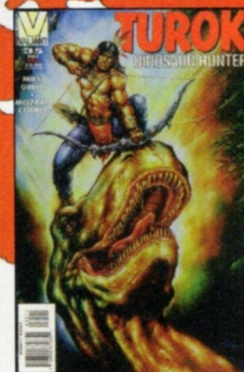
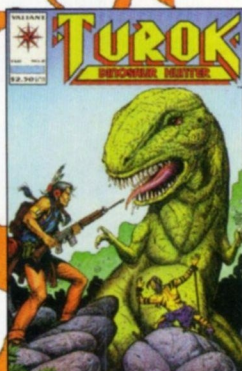


game there were really only two save spots, yet it could take you upwards of an hour or two to reach just one. This would hurt playability as people that traversing through the difficult game would long to save their progress before taking that inevitable bullet in the head. The other problem fans would face was an inferior multi-player system, levels were to high and not wide enough, this created confusing maps and the AI was off. Equally, gameplay in multi was sluggish and the weapons didn't seem to suit the frenetic pace multi-player is renowned for. These problems would pave the way for the next progression of the series, as Josh Fireseed would take a much earned break from dinosaur hunting to take on hordes of bots and human

players in a multiplayer-only game called Turok: Rage War.

THE ULTIMATE GAP FILLER

To remedy the gameplay problems with Seeds of Evil and to start work on the next installment of the Turok series (story-wise), the team at Iguana developed a multiplayer game based on their famed franchise. Being able to devote all of the N64s power to a single multiplayer experience put the fun back into what had been missing in their first effort. Still, fans grew tired of the multiplayer gaming and chanted for a single player adventure, the kind they'd fallen in love with in the first place. Turok: Shadow of Oblivion was to be the last Turok game and also see the untimely demise of Joshua Fireseed as the Son of Stone. The game introduced two new characters, Danielle and Joseph Fireseed, though it lost much of its classic bearing after introducing a character who obviously wasn't the oldest born male Fireseed. This isn't a sexist thing by far, indeed the problem lies within an ever-changing formula that maybe didn't need to be changed. The game, although fixing the saving problems of Seeds of Evil, was far too linear with too many scripted events stopping players from exploring and figuring much of the game out for themselves. This also hindered the adventure element, and although being able to change



characters was a nice idea, Turok has and always will be about a lone protector of the Earth. Being announced as the last game in the series, these quirks didn't satiate the feelings left by the awesome first two games, and seemed to let the series down some, equally, the N64 was withering away, and the game didn't receive the coverage it should have. The bitter taste was short lived, however, as plans for a 'Next-Generation' Turok were announced and the path to Evolution began.

PROCESS OF ILLIMINATION

All of the above brings us to one thing; Turok Evolution. In the words of the game's designer Dave Deinstbeir, "Turok Evolution is the Turok we always wanted to make". The game takes the series back to the start, back to the first Turok, a Native American called Tal'set and his struggle for the livelihood of his people. This game has epic written all over it, there're still big guns, still crazy dinosaurs, still crazy aliens and still plenty of gore, but the game's story will be the driving force for players, the reason to finish each and every level of the game. With the added power of the new consoles, expect the game to be a lot bigger than its previous outings, which when put into context is quite a tasty idea. Provided players aren't roaming around looking for a save spot this could well put the Son of Stone back on top where he belongs.

We've actually gone hands on with the project on PS2, and what the team has accomplished so far is very nice indeed. Not only are levels huge they're incredibly detailed, to the point of being too real. Jungles are thick and dense, covered in layers of thick fog [all deliberate] and teeming with life. Grass is all sprite-based and looks fantastic as levels are covered with it, when the game's wildlife walks through a shrub or amongst the grass, it will move accordingly. In one part of the game, players can come across a snake slithering in a tree. The snake will leave you alone as long as you leave it alone, however, if you manage to go past the snake again or at the right time, you'll actually catch it feeding on a small animal, it truly is remarkable. Trees and many objects of your environment can be damaged and even used for strategic purposes and water and transparencies look especially good. In fact, as a package, the game is extremely tight. It plays responsively and looks to be very immersive. One of the game's strongest features is enemy AI. The dinosaurs will work in units, like soldiers, and even attack from a central commander who will go as far as to shout orders at his troops. They'll try to flank you, lay fire on you, snipe you and ultimately kill you. These guys are smart and hard to infiltrate. If you do manage to kill them, however, you'll be rewarded with a number of cool

death sequences. You can use poison tip arrows in the sniper mode of your bow, and watching an enemy get hit before keeling over and vomiting his guts up is both disturbing and exciting at the same time. You can shoot trees to crush hard-to-shoot bad guys and crouch and jump around your environment for strategic positioning. Some of the weapons are designed for subtle deaths while others literally rip their targets apart. A new weapon called the Swarm Bore (based on a weapon from Turok 2, 3 and Rage Wars) will lock in on multiple enemies drilling into their brains and spitting out the mulch, and it sounds and looks almost too authentic. In all, expect some pretty hairy fire-fights and some complicated baddies with some very rewarding deaths.

A new introduction to the series and a feature the team have always wanted to implement is the flying levels, now Turok can jump on the back of a fully armed (yes you read the last part right) pteranodon. These huge levels will encompass various sections of the game splitting the gameplay up just enough to stave off any levels of boredom. The controls are tight and everything seems pretty much how it should be. This game is exactly what the Turok franchise has always wanted to be, and now we [PlayStation 2 owners] can finally get our hands on it. Can't wait.

E3

INSTEAD OF TALKING NONSENSICALLY ABOUT THE WHOLE AFFAIR, PSW DECIDED TO SHOW YOU WHAT WAS ON OFFER RIGHT FROM THE GET-GO. NEXT ISSUE WE'LL DELVE DEEPER INTO THESE GAMES, BUT FOR NOW, IT'S IMPORTANT TO GET TO KNOW THE LOOK AND FEEL OF EACH TITLE...

007 nightfire



A NEW TEAM Is behind the very pretty 007 Nightfire. In fact it's the team that was responsible for TWINE, Eurocom.



IF YOU CAN'T STAND THE HEAT From what we played of the title it's looking much better than Agent Under Fire, and hopefully won't hold our hands.



ATMOSPHERE Is what a Bond game should be all about, and Eurocom has certainly done a top-notch job so far.

ape escape



DIDN'T YOU KNOW? Monkey's can't fly. This game looks as kooky and fun as its predecessor. Pants Tir Bien!



YOU TRY AND FIGURE IT OUT Because we're actually stumped as to what the hell is going on here.



WAITING For that sexy simian, sorry mate, she rode off with a guy in a clear ball.

auto modellista



CEL-SHADING That actually seems to work, this title was definitely a showstopper at E3.



HANDLING Our only gripe with the game was that it seemed to lack the right responsive handling it needs, we've been told it's still being tweaked though.



ONLINE The most exciting aspect seems to be the online idea behind the game, currently it's a PS2-only game!

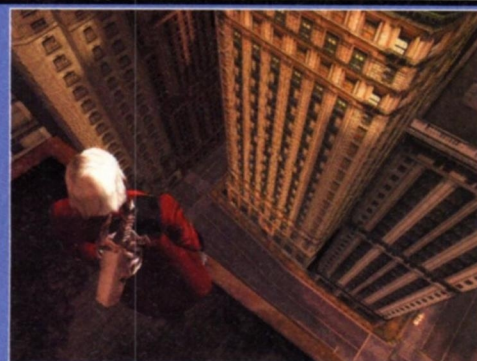
devil may cry 2



HIGHLY ANTICIPATED Would be an understatement for this game. Dante is back, and this time he has help.



GOING We may have lost Resident Evil, but this title is cooler than any other dark game on the burner.



VERTIGO An all new urban exploration element has been introduced this time around.

E3

evolution skateboarding



SKATEPARK CASTLEVANIA This game looks so good, definite Hawk killing potential in the hands of Konami here.



FLIPPIDY DIPPIDY Massive environments completely skateable, after the shamble that was ESPN, this game is on the right track.



SECRET WEAPON Darth Maul and Wolverine are cool, but c'mon, who doesn't want the walking mullet on a skateboard?



STREET FIGHT Another Capcom gem sure to spark some interest. Jo Jo's Bizarre Adventure follows the kooky Japanese comic very closely.

gungrave



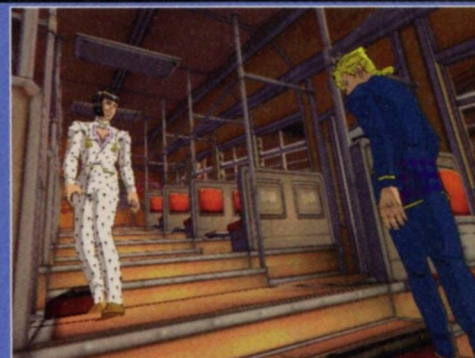
MORE SEGA Love, Gungrave is an interesting shooter that utilises elements of Jo Jo's Bizarre Adventure and Max Payne.



THAT THING On his back is actually a gun if you can believe it! You can whip it out in slow-motion!



ONCE UPON A TIME There doesn't seem to be a specific story, or at least, anything with substance, but who cares, it has big guns.

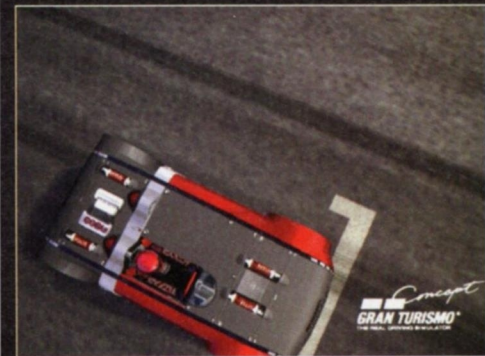


STYLE The game is being driven by members of the Street Fighter team at Capcom, so you can expect a lot of fighting.

gt concept



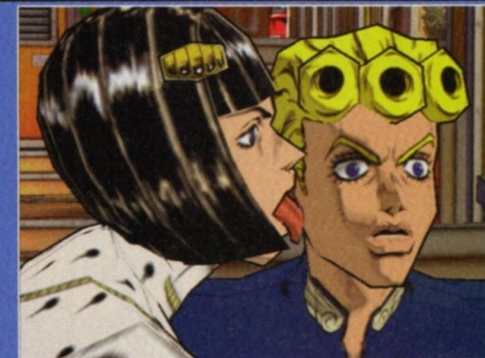
KOOKY Could be a way to describe this. Still who doesn't want to drive these awesome cars in the most realistic sim ever created?



HOLY CONCEPT Each of the cars look incredibly realistic, and all are based on actual concept cars!



AGAIN AND AGAIN There're a ton of concept cars to choose from, but we're leaving that for later.



jo jo's bizarre
adventure

TASTES JUST LIKE SAW DUST Did we mention that this game is bizarre? I'm sure he tastes good though.

E3

lotr: two towers



OH. MY. GOD. EA's big guns were certainly just that at E3, and it doesn't get much bigger than the sequel to one of the best movies ever made.



PERFECT CAPTURE The title seems to have captured the look and feel of the Tolkien universe, and it looks amazing on PS2.



BROODINGLY PRETTY Two Towers is one of the most impressive games we've seen on PS2 ever. Wait until you see it in action.

ratchet & clank



RAY OF LIGHT Could this title nudge Jak & Daxter out for best platform game on PS2?



VISUALS OUT OF EVER ORIFICE The title really seems to be drawing on as much power from the PS2 as possible, these games are starting to look amazing.



MOVE OVER MARIO What we've played thus far is truly amazing, this game will turn more than a few heads when it's released.

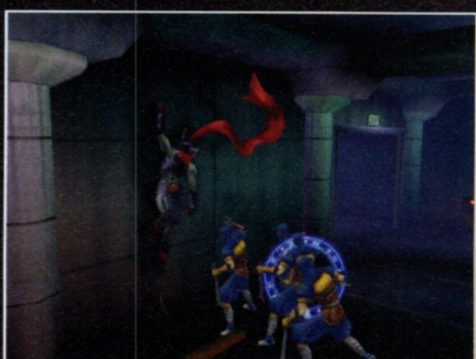
shinobi



LONG AWAITED RETURN Sega fans can breathe a sigh of relief as the original stealth assassin is back, and exclusive to PS2.



WON'T BELIEVE YOUR EYES The coolest thing about Shinobi is the Ninja's movements. He moves across the screen in a dazzling display of skill.

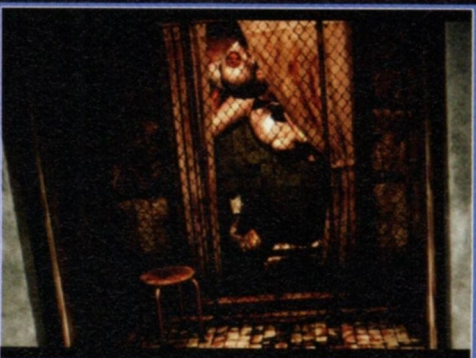


NEW TERRITORY Shinobi should teach a few new dogs some old tricks. But the speed in which you play is going to knock your socks off.

silent hill 2



SCARIER THAN Anything else we've seen on the PS2. This game will more than make up for losing Resident Evil to GameCube.



DISGUSTINGLY GOOD Silent Hill 2 looks set to churn stomachs and scare the pants off of anyone willing to sit down with it.



NIGHTMARES Are made of this kind of stuff, horror film makers pay attention, videogames are scarier than your movies these days.

sly raccoon



CUTE AINT ALL THAT This game might look like a Disney rip-off, but Sly Raccoon is much more than that.



METAL GEAR RACCOON The emphasis of the game is stealth, but you don't always have to use it, freeing up much your gaming options.



LOOKS LIKE DONALD TO ME The old hide in the barrel trick is going to be pretty dominant in this title.



FINALE? What better way to finish off this update than with a look at the king of extreme sports games. THPS4 is seriously very, very cool.

timesplitters 2



FREE DESIGN Can anyone seriously stop raving about this title? We don't think so, it just oozes with style and polish.



GOLDENSPLITTER If you ever played Goldeneye (c'mon we know you did) then be happy that this game is the perfect evolution of that.

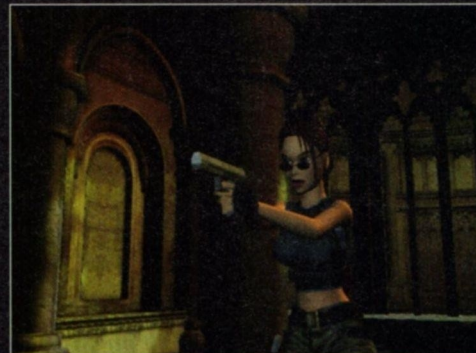


MULTIPLE FUN The most enticing thing about TS2 is the multiplayer aspect, build your own levels, and creat players.



BACK IN ACTION Bob Burnquist is back in the line-up (above). Now the emphasis in the game is on line exploration.

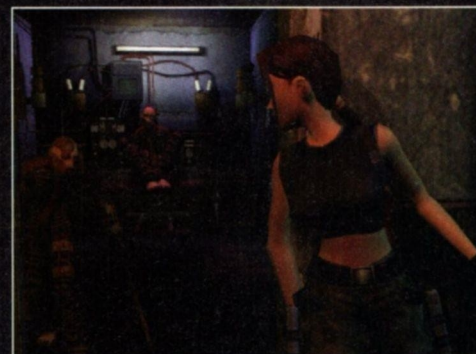
tomb raider



SHE'S BACK A much darker Lara was on the show floor delivering an incredible experience of gameplay. Not totally evolved from other outings though.



BLAM! Like we said, a much darker Lara, now, like most games, she has to utilise stealth in order to accomplish missions.



INDIANA CROFT There were still many aspects that definitely needed tweaking, but in all Core is on to a good thing here.



KING OF THE LIP This game is an incredible evolution, and while taking many aspects from Aggressive Inline, it offers that Hawk feel we all know and love.

tony hawk



MEDAL OF HONOR FRONTLINE

THE LAST GREAT WAR DESERVES A GREAT GAME. THIS IS IT.



TYPE	SHOOTING
PLAYERS	1
OUT	MAY
PUBLISHER	ELECTRONIC ARTS
PRICE	\$99.95
DEVELOPER	ELECTRONIC ARTS
AGE	M 15+
SEE IT ON DVD	

/ Mayhem on the beach
/ Incredible war sounds
/ Massive explosions
/ Tanks bustin' thru walls

IF PERFECTION WAS A CAR IT

would be a Ferrari 355. Some motors go fast, others corner on a five cent piece, and a select group make you stand and dribble as they go by, but very few have the complete package. If you want something racy, that handles beautifully, with curves to die for, only a Ferrari 355 (or perhaps Britney Spears...) will suffice. The feeling gleaned from being perched snugly inside one of these dream machines (the Ferrari that is...) is more than just driving a car, it's a life-changing experience. Similarly, playing *Medal of Honor Frontline* is more than just a game.

Like those sleek, red sirens of the road, *MOHF* has got the lot. It pushes your PS2 so hard it's surprising not to see smoke pouring out of its vents. With visuals to make Michelangelo weep, sound that bombards the senses, and intuitive controls that play a sonata with your fingertips, it's even more than the sum of its exceptional parts.

Even now the original *Medal of Honor* on PSone and its sequel remain two of the most impressive console shooters, partly because of their console specific design – there's no mouse control hangover that blights many PC conversions – and mainly due to the subject matter that appeals to

the child in all of us. What shocks with this third instalment in the series is how the developer has nonchalantly taken the formula and cranked every single element up to mind-blowing levels of brilliance. You will not want this game to end. Ever.

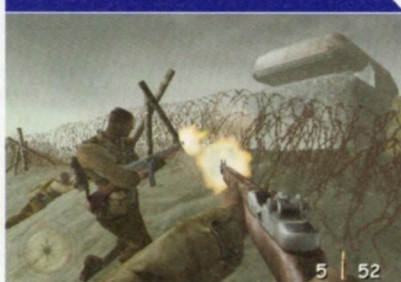
OMAHA GOD!

From the very start you're thrown into the D-day landings right out of *Saving Private Ryan*, with a barrage of impressive features that are almost too much to take in amid the carnage and mayhem. Allied soldiers swarm about the beach, diving for cover, firing at the gun turrets, writhing in agony on

MISSION POSSIBLE

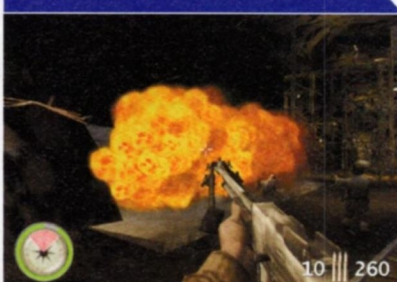
MEDAL OF HONOR FRONTLINE IS SPLIT INTO SIX LARGE MISSIONS WITH NUMEROUS VARIED LEVELS BETWEEN THEM

D-DAY



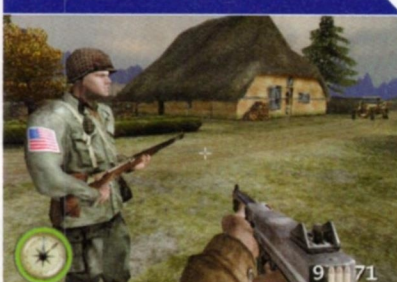
//DESCRIPTION Landing on the beach, you've got to make it up past the bunkers and through the trenches to the gun emplacements at the top of the pillboxes. Only then will you stop the sentries from chopping the landing forces to pieces.
//VERDICT An astounding introduction that's exhausting to play and exhilarating just to watch.
//STAND OUT MISSION The initial beach landing that's straight out of *Saving Private Ryan*.

SEASIDE STOWAWAY

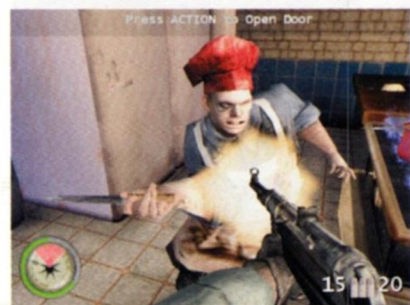


//DESCRIPTION Make your way through the town to the U-Boat, then stow away in order to gain access to the docking bays at L'orient. Once there, scuttle the ships, destroy their fuel supply and neutralise the entire port facility.
//VERDICT Incredible variety between levels with massive scope in the environments.
//STAND OUT MISSION Battling your way through the town amid a full scale battle.

NEEDLE IN A HAYSTACK



//DESCRIPTION Parachute into Holland and assist Corporal Barnes in his tank demolition mission. Make your way into town and meet your informant who will give you the location of the captive you have to free.
//VERDICT A radical change of pace and playing style. A much more stealthy, lonely experience.
//STAND OUT MISSION Instigating a massive pub brawl to distract the Nazis.



DISASTER CHEF Nibble him before he slices and dices your ass.



TANK YOU AND GOODNIGHT Drop him before the turret spins around.



TRAINING MISSION The railway sections offer nowhere to hide.

the sand or flying through the air as a mortar goes off beneath their unfortunately placed feet. Never has a PS2 game been so crammed full of on-screen action and incident. Bullet tracers arc through the air while mud and dirt are constantly blasted into your face as the incessant explosions pound fear into your every move, from all angles.

Fellow soldiers scream in agony or try in vain to call for help above the deafening cacophony of gunfire, explosions and whizzing shrapnel. The screen shakes with every pounding boom while your joypad vibrates like a washing machine on full spin. At first you'll just want to duck for cover behind the nearest hulk of charred metal and pray for it all to go away... now... please. But when you do finally pluck up the courage to battle your way

up the beach, the confusion and sheer scale of the mayhem is astoundingly realistic.

Admittedly we weren't there, but we've all seen *Saving Private Ryan* so we can imagine what it must have been like. And even what we imagined isn't as exhausting and panic-inducing as the very first level of this amazing game. When we said it was an experience, we weren't lying. In the same breath you'll feel terrified at your soldier's predicament, stunned at just what your PS2 can produce and delightfully in awe of such a mesmerising, jaw dropping, emotionally charged movie-like experience. If you've any mates who haven't yet sold their soul to PS2 gaming then this is the one to convert the masses – no title has drawn a bigger crowd in the PSW office than this.

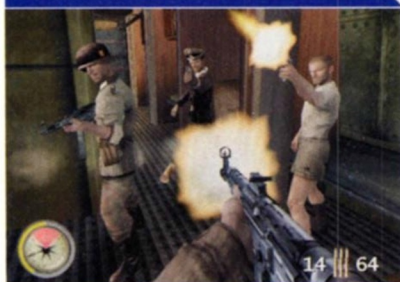
Even when you've bravely struggled up the beach and fought your way through the trenches to a rewarding pat on the back from your commanding officers back home, the multitude of delights in store continues to impress. When the pace relents, a spine-tingling orchestral score swiftly kicks in to heighten the mood of the following levels. Everything is geared towards placing you at the heart of the whole conflict and making you feel all of the tension, fear, despair and exhilaration of taking on the might of the barbaric Nazi forces.

FIGHT UNTIL THE BITTER END

The developer has taken the brave step of not including the ability to save just

/ NO TITLE HAS DRAWN A BIGGER CROWD IN THE PSW OFFICE THAN THIS /

SEVERAL BRIDGES TOO FAR



//DESCRIPTION Deactivate the explosives beneath Nijmegen bridge and destroy the roadblocks in the town. Then battle your way through the bombed out city remains, taking out the Panzer squadron along the way.

//VERDICT Just as the pace seems to stagnate, the bombed out town level will blow you away.

//STAND OUT MISSION Gunning your way through the rubble and debris of the demolished town.

ROLLING THUNDER



//DESCRIPTION Get onboard the train of a high-ranking German officer. Steal his secret plans and quickly make your way to the plane development installation, destroying the rail refuelling network on the way.

//VERDICT Superior to every other train-based level in lesser shooters.

//STAND OUT MISSION The claustrophobic confines of the train carriages are especially atmospheric.

THE HORTEN'S NEST



//DESCRIPTION Infiltrate the secret development base, stealing the plans. Make your way through the mine shafts then radio the co-ordinates of the base to unleash a bombing raid.

//VERDICT The mine car level is straight out of *Indiana Jones*.

//STAND OUT MISSION The Nazi training complex that rivals the best levels from *Goldeneye*.



HURRY... HURRY! The race to reload first is incredibly tense



> anywhere, and it adds immeasurably to the whole experience. The tension is cranked up yet another interminable notch as you reach the point in a level where the fear of dying is heightened by the desire not to lose everything you've achieved so far and be forced to retread the ground you've already covered. Not that the German soldiers aren't more than capable of striking fear into your trembling trigger finger in their own right.

Long gone are the days when enemies would shamle moronically towards you, inviting a face full of pellets from your shotgun. These goose-stepping goons didn't call themselves the master race for nothing. Make too much noise and they'll come to investigate. Empty a magazine in their direction and they'll dive for cover and fire blindly over their heads in the hope of catching you with a lucky shot.

At one point we managed to take down a German sentry only for his heartless mate to grab

the lifeless corpse and use it as a shield. Tables get kicked over when you enter a room to provide some cover, guards hit the dirt to make themselves a smaller target, and taking out someone manning a gun emplacement only results in bystanders pegging it to take over from their fallen comrade.

I NEED HEILP, I NEED HEILP

However, unlike nearly every other shooter before it, *Frontline* isn't just your usual lonely experience with one man taking on everyone and his brother like an invincible Arnie. On numerous levels the odds are evened up by Allied soldiers lending you a hand, joining forces for a brief foray or just legging it about in sheer pandemonium as Nazis converge from all sides. They'll call out to each other, yelling for covering fire and desperately crying out for medics, heightening the feeling of truly being in the middle of a WW2 maelstrom. Sometimes it's



BURNING BRIDGES Only you can stop them blowing up the bridge



ZUT ALORS Meeting behind the bike sheds isn't what it used to be

THE LONE GUNMAN

MOH IS DEVOID OF A MULTI-PLAYER MODE. HERE ARE SIX REASONS WHY IT DOESN'T MATTER

1. When you're willing to forego food and sleep to play this game, have you really got time to share it with your mates?

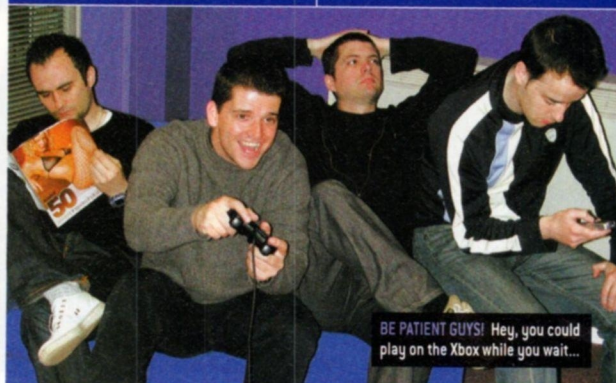
2. By the time you've grown tired of the glorious single-player game, *TimeSplitters 2* will be out and dominating your social hours.

3. Nobody wants to be the Nazis. Just think of the political arguments you've been saved from. Nobody will be able to accuse you of supporting immoral ideologies.

4. Multi-player modes in single-player games rarely rival dedicated group shooters such as *TimeSplitters* and *Quake 3 Revolution*.

5. *Star Trek Voyager: Elite Force*, *Fur Fighters*, and *Red Faction* were all extremely disappointing in their multi-player guise.

6. More time spent on developing an average multi-player mode means less time spent on making a masterful and compelling single-player experience.





PANIC ATTACK The heavy guns didn't help the Nazi cause



BLOW OUT THE BARRELS Using the scenery to your advantage is the key



WALKING WOUNDED You have to face a variety of Nazi goons



SOUND OF DEATH The deep boom of this gun is awesome

satisfying just to watch encounters unfold from a safe vantage point to see who will triumph.

Of course not all of the levels are so energy-sappingly frantic. At times the pace lurches from bewildering panic to tense foreboding as you begin in the quiet backstreets of a sleepy town late at night. With patrols and roadblocks dotted throughout the streets, running blindly to get away from the mayhem is replaced with furtive creeping through the shadows. Don't worry though, it won't be long before you've stumbled over a trashcan, alerting the local barracks with the screeching meow of some alley cat, and it's gunfighting business as usual.

Despite some novel moments, like hopping onto the back of a truck for a blast through town, *Frontline* never has any pretensions about being anything other than a first class shooter, which means that the quality of the overall experience is never diluted by inferior episodes of sub-standard

/ YOU'LL GROW TO LOVE THE MP40 A LITTLE TOO MUCH, JUST LIKE US /

driving or tiresome puzzle sections. Instead *Frontline* knows what side its bread is buttered, and spreads it on thick like choice caviar.

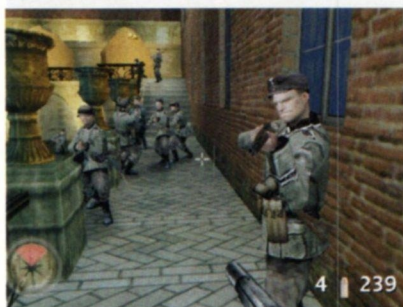
TAKE THE THIRD RIGHT

The *Frontline* experience is a richly varied one. A certain sequence has you chasing down back alleys between terraced houses, leaping over garden fences, and stunning the local inhabitants as you plough through their kitchen, nicking a loaf of bread along the way. High up on our 'best bits' list is the shoot-out through a shop front. Like a classic movie moment, it's got everything: the ear piercing crash of smashing windows, shelves full of glass bottles shattering all over you as you run for cover with your finger glued to the trigger, and utter destruction exploding all around you.

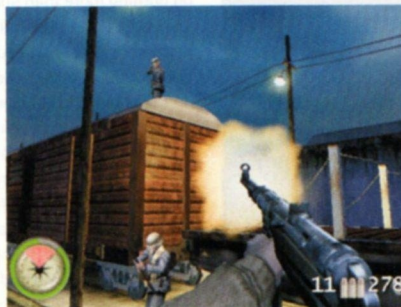
The number of exhilarating moments is almost too many to mention. Even the weapons manage to elicit a satisfied smile from us every time we press

the trigger. From the pounding thud of the awesome heavy weaponry to the satisfying crack of the sniper rifle, every single weapon feels and sounds so good you'll find yourself firing off rounds just for the hell of it.

Up until now our favourite gaming weapon had to be the automatic machine gun in *Half Life*. Unleashing a full magazine into the marines who returned fire with the very same weapon felt and sounded just perfect. Well, until now that is, because *Frontline*'s MP40 is now firmly at the top of the list. You'll recognise it when you lay your hands on it. Clint Eastwood has dispatched half of Berlin with it in his time. The juddering recoil that spoils your aim; the satisfying 'rat-a-tat-tat' that echoes all around every time you squeeze the trigger; running for cover across an open area, strafing wildly as you go just feels so good. When your ammo runs dry you'll realise that like us, you've grown to love the weapon a little too much. >



WANTED They'll even fight among themselves to get the first shot



TICKETS PLEASE Fare dodging is taken very seriously by the Nazis



BRUISING If they're out of ammo they'll clout you with their butts



BLOWN COVER At certain points you've got to disguise yourself

The secret to *Frontline's* appeal is that the developer has managed to capture everything that made those Sunday afternoon war classics so rivetting; everything that made all those playground games with a tennis racket for a gun and a silly staccato voice for the sound effects so enduring; that made *Saving Private Ryan* so tortuously real. Right down to the smallest details.

You hop on the back of your resistance comrade's truck, only to find him comically enthusing about historical local buildings in the midst of a Nazi onslaught. You open a garden gate and find yourself held at gunpoint by a Nazi soldier,



OUT OF MY WAY Gun emplacements make your life much easier

when the seemingly placid local folk, cowering in the corner, whip out their own pistols to unexpectedly save your life. You turn a corner and a soldier tumbles through the door having been knocked off his feet by an explosion while coming down the stairs. All of these little incidental moments are totally unexpected and add immeasurably to the humour and realism of the whole game, none more so than when you open a door to witness a German flushing the chain after a quick bladder emptying session. Has he never seen John Travolta's demise in *Pulp Fiction*?

A WHOLE WORLD OF PAIN

Admittedly there are times when the impact of the game looks like petering out with a formulaic, linear level that harks back to *MOH* of old where you're forced along a certain route and required to do nothing more than shoot everything that comes your way. But just as quickly, another classic moment is thrown at you that totally astounds and is worth the purchase fee in itself.

These remarkable moments manage to educe feelings within you that no game before has ever managed to conjure. At one point you'll encounter a bombed out town teeming with soldiers from both sides, while tanks plough through walls in a blinding shower of dust and debris when you least expect it. Distant, echoing cracks of gunfire and muffled yells of pain and terror send chills through you and convey the feeling that the whole scene is much larger and much more than just focused on



I DON'T WANNA DIE

HARD MEANS MORE THAN JUST EXTRA ENEMIES...



// EASY

You're a skilled marksman, your foes are all new recruits, although they're such bloody efficient new recruits it's surprising the Germans didn't win. Your health replenishes after every level.

VERDICT: This is the best entry level for most. It's still a challenge for those who don't want to get chopped down on the beach before their mission has even begun proper. Once you've completed it you'll want to play it all over again.

AS EASY AS: Shooting a sitting duck. Almost.



// NORMAL

Now your skills are evenly matched by the Hun. They'll try to dodge your bullets and pick you off from afar. Allied to this is the fact that your health bar doesn't replenish fully between levels.

VERDICT: Enemies require much more effort to take down and you'll find yourself desperate for ammo on frequent occasions. A more circumspect approach is required to keep your health levels topped up. Things are a lot more tense.

AS NORMAL AS: A maroon Ford Escort.



// HARD

Prepare yourself for the full-on horror of war. Enemies are lethal and there's absolutely no health replenishment between levels. This is what war is really like. Well, more like it anyway...

VERDICT: With no mid-mission save to fall back on, you'll become almost afraid to move, in case you walk into an ambush. Absolutely terrifying, even for a grown up male.

AS HARD AS: Nails, of course.

THREE GUN PURSUIT Accurate shots are more effective than bullets sprayed everywhere



your troubles. Encompassing it all is a musical score that has an edge of morose futility to it that heightens the feeling of despair and pointless loss.

Coupled with these sensations is a gnawing sense of guilt as the selfish desire to save your own skin takes hold. Your journey through the town takes you into skirmishes where soldiers are battling valiantly against greater numbers. But you realise that gallantly stopping to help out will only hamper your progress and deplete your health. So you venture on, guiltily knowing that you've left them to their futile fate when you could have made a difference. Yes, they're only little computer people, but that's what *Frontline*'s magical combination of stirring sound, sumptuous visuals and gritty realism does to you when it takes hold.

But don't worry. It's not long before you're giggling like a girl as the *Indiana Jones*-inspired

mine car level provides some ludicrously enjoyable entertainment, rapidly followed by a snipe-heavy infiltration that rivals the seminal *Goldeneye* for sheer challenge and deadly satisfaction. And just to break up all of that death and despair there's a terrifically amusing scene where, disguised as a German officer, you've got to make your way into a pub and instigate a bar brawl to distract the Nazi soldiers. The ensuing punch up ranks highly as one of *Frontline*'s genuinely comical, lighter moments.

WE'LL PLAY AGAIN

Frontline is one of those few games that makes you want to kiss your PS2 for merely existing. If you love getting caught up in a good film and really living the emotion, then this game is your multiple Oscar winner. Better than that, it takes the whole experience a step further by actually placing you in

/ THE MUSICAL SCORE HEIGHTENS THE FEELING OF DESPAIR AND POINTLESS LOSS /

the midst of this emotionally charged, vibrantly chaotic war. Then it takes you on a ride through a collection of levels so crammed full of imagination and class that you're constantly striving to succeed, just to see what delights lie ahead.

With crisp, solid, detailed visuals that do a better job of portraying a tangibly real world than any previous PS2 game, and a masterful collection of sound effects and musical accompaniment, *MOH Frontline* truly is the Ferrari 355 of video games. The perfect package that exudes class through every bullet hole. Play it once then play it again on a harder level, and relish every single delightful moment of this astounding gaming experience.

/ MIKEY FOLEY



BODY GUARD Nazis will use anything for cover, even their mates



TICKET TO RIDE Can you make it onto the train amid the gunfire?

VERDICT

PSW

UPPERS

- Atmospheric sound
- Astounding scale and detail
- Ceaseless variety
- Awesome weaponry

DOWNERS

- A few uninspiring levels
- Some unclear objectives
- Stutters at times
- No multi-player

GRAPHICS - Only *MGS2* is as polished and tangibly real

9

SOUND - Sound generates an experience like no other

10

LIFESPAN - It's so good that it's inevitably over too soon

8

OVERALL SCORE

We defy you not to buy this game, stay up all night playing it, and then complete it all the way through again on the tougher level. Absolute genius.

10



FLOSSING Good time we're having, isn't it?



AGGRESSIVE INLINE

FINALLY INLINE SKATING GETS ITS TURN AT THE SPOTLIGHT. IS THIS A RISING STAR?

TYPE SKATING

PLAYERS 1-2

OUT AUGUST

PUBLISHER AKA ACCLAIM

PRICE \$99.95

DEVELOPER Z-AXIS

AGE M15+

SEE IT ON DVD

/ Three Aussies lead the charge
/ Can inline skates beat the Hawk?
/ Will we reach the end of a level?

YOU HAVE TO ADMIRE THE WAY IT

works. A new genre is formed, creates a bit of a stir and a few years later it's the most lucrative in the fastest growing industry in the world. The genre we're talking about is extreme sports, the industry, videogames.

For some time now, *Tony Hawk* has ruled the roost in this budding genre, many games nipping

at his heels have tried to envelope the sheer vision Neversoft injects into every *Tony Hawk* outing, yet all have ultimately fallen short. This is where Z-Axis comes in, you see, a while ago, seeing the success of the original *Tony Hawk*, a young Californian based developer was commissioned by Take 2 Interactive to make their own skateboarding game. *Thrasher Skateboarding* featured a full alignment with the famous skateboarding magazine of the

same name and, being so long ago, really only had the *Hawk* to compete with. The problem is the game was fidgety, control was hardly user-friendly and it didn't have the name of *Tony Hawk* attached. The game failed and the developer moved on. At about the time Activision was planning to unleash their O2 brand, Acclaim had Z-Axis working on another extreme sports game, Dave Mirra released before Mat Hoffman, and Activision came late to



A FULL MOON got that sinking feeling? Ashes to ashes, dusk...



FERRIS Isn't having a sick day here, are his skates pissing?



SPLINTERD These guys continue to skate even when they break



SPINNING Chick flip, hot footed!



DE JA VU Haven't we seen you somewhere before?



JUSTIFYINGLY We're not going to talk about this shot, we'll leave that up to you



ROLLING Cameras are shooting

the party. Dave Mirra was an impressive outing, with tight character models and an interesting game design that resembled Tony Hawk yet stayed true to itself. However, the game was sluggish and the ageing PSOne didn't do the game justice. Still, it seemed that Z-Axis had hit the right spot. A sequel arrived on PS2 and then an upgrade to the sequel. In the middle of all of this, Acclaim, like Activision and their Q2 brand, was working on creating an 'alternative' sports label called Maxsports, Maxsports' next game would be announced as *Chris Edwards' Aggressive Inline* and the wait would begin.

WHO THE HELL IS CHRIS EDWARDS?

If inline skating in its aggressive form were to have a Tony Hawk-like icon, it would be Chris Edwards, the man, quite simply, is an icon in the sport. He pioneered vert skating and poured his heart and soul into his love, building a skatepark, sponsoring competitions and traveling the world to let people know inline skating had made it into its own. Equally, Edwards was the man behind many inline stunts in a number of movies, most noteworthy though, are the likes of *Prayer of the Rollerboys* and *Airborne*, all terrible movies, and flicks Edwards would take the piss out of in many a skate video. He became known as Chris 'the Airman' Edwards because of his huge aerial stunts on a vert ramp and his seemingly fearless approach to any trick or crazy skate-involved idea.

To have his name attached to an inline skating game - amongst skaters - was not only needed, but demanded. However, in order to steer clear of looking too much like every other endorsed product on the market, and to broaden appeal, his name was dropped from the title and the focus was shifted to the physical sport of inline skating. At the end of the day, however, whose name covers or doesn't cover the front of the game box is irrelevant. Z-Axis has succeeded in transforming a genre shaped and owned by *Tony Hawk* into a no-holds-barred affair of innovation and fun based on the niche sport of inline skating.

RULES WERE MADE TO BE BROKEN

The rules the game follows (those written in the book of *Hawk*) are familiar and friendly enough to allow pick and play value, however, *Aggressive Inline*'s depth far outshines anything seen in the extreme sports field yet. Fundamentally, you have a list of skaters each introduced at the start of the game through an impressive collection of high-flying videos. Jaren Grob, Chris Edwards, Franky Morales, Matt Lindenmuth, Taig Khris, Sven Boekhurst, Eito Yasutoko and three Aussies, Matt Salerno, Sam Fogarty and Shane Yost all make up the playable character list. These guys are available out of the box with a slew of fictional characters waiting to be unlocked. Each can attack nine fictional locations all teeming with life and multi-layered in size and potential, ranging from

/ AGGRESSIVE INLINE'S DEPTH FAR OUTSHINES ANYTHING WE'VE SEEN IN THIS GENRE YET /

the many bizarre areas of a fishing ship yard to the absolutely enormous snowing civic city and its hidden train station. We really need to emphasize the size of these levels, they're the biggest of their kind, and just ooze trick, line and crazy potential.

Floating throughout each level you'll find juice containers that are cleverly placed in case that all important meter is running dry, aside from that each level has one specific skill 'level-up' and a key. Keys are used to unlock different locations in other levels, an example is that the movie lot secret area can't be unlocked until you find the key - seven levels later - in the airfield level. This extends playability a lot and also encourages, not only exploration, but total progression of the levels, you'll really want to finish each level 100% but I hope you have a lot of free time, because doing



APPARITIONS Of a stunt gone bad perhaps?



GET TO KNOW THE PROS

THREE AUSTRALIAN SKATERS MAKE UP AN EXTENSIVE LIST OF PLAYABLE CHARACTERS IN AGGRESSIVE INLINE, WHAT MAKES THESE GUYS SO GOOD THEY'RE IN A VIDEOGAME?

SHANE YOST

Born in Tasmania, Shane Yost moved to Melbourne to bust onto the vert skating scene seemingly out of nowhere. Among skating circles the world over, Shane Yost has become a household name as his high-flying and fast spinning trick style is truly his own. Shane was among the first inline skaters in the world to land a 1260!



SAM FOGARTY

Sam is from Melbourne and has been around the scene for a long time. This young guy has almost never missed an Australian competition and his technical skills are among the best in the world. He skates clean and learns tricks until he can perform them flawlessly. He's well known for skating to the Spice Girls.



MATT SALERNO

In 1995 Matt Salerno won the second Australian Skating Championships and earned himself a trip to the ESPN Xgames. Ever since he has been one of the most dominant skaters in the world. Well known for his style Matt is the sort of skater that makes inline skating look very cool, he announces every trick with cleanliness.

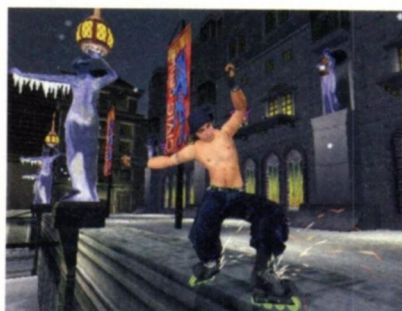


this is no walk in the park. The last thing the levels in the game are full of, is life. People walk around going about whatever business they need to, whether they're fixing a broken down car or dressed as a clown walking around a theme park, and they blend seamlessly into your environment, making the game a buzz of real-world activity. Also integrated into this idea are the NPCs (non playable characters) that tell you what objectives you need to do. They can be approached in no particular order and completing an objective may move them to another area of the game to continue their anecdotes (which are really quite funny). Most objectives are fairly self-explanatory with the exception of a few that will take a number of examples of trial and error before you figure out what you need to do. The most redeeming thing about objectives in *Aggressive Inline*, however, is that unlike much of the bland and pointless objectives found in *Tony Hawk 3* (c'mon, bury the bully?!) you actually get rewarded. Ninety percent of the time the level will be terra-formed opening

up new ways to approach hard-to-reach places, a whole new section of the area, or a new objective based on the environmental transformation. Every time a transformation happens the game switches to a real-time cut-scene of the event giving you an idea of what your handy work has accomplished and when you head off to the freshly changed section, the fruits of your labor are a tasty treat to be had.

AUSSIE, AUSSIE, AUSSIE, OI, OI, OII

With the amount of innovation that has gone into the game's presentation and level design you'd understand it if Z-Axis bowed out of redesigning their attribute approach to advancing your skater's skills. But no. Unlike *Tony Hawk* where you simply locate points throughout each level and individually raise stats, *Aggressive Inline* works much like an RPG. As you play the game, any time a trick is performed the appropriate XP (experience points) is added to a bar that represents your attribute 'level-up'. When the bar is full that



TRAINED In the art of trains, choo, choo!



BITE SIZE The levels are simply enormous



DO THE HOKEY POKEY and put your front foot forward and your back foot forward and nud yourself



FRENCHMAN Taig Khris isn't into eating frogs we're sure, it just wouldn't give him the right balance

attribute will raise a level giving your skater more jumping height, more spin or more balance when grinding. This is an efficient and fundamental way to build your character up, as simply skating the level the way you normally would will reward you. It also offers the idea that certain people will excel in their preferred style of skating over another. So, if you prefer to skate the level like a street skater, you'll be rewarded with high attributes in things like grind, manual and wall-ride, people that prefer the half-pipe, however, will excel in spin and jump (air). This also offers replay and variety to the game as some people may want to level up every attribute meaning a full approach to every object within levels is needed.

Now it might seem like this game can do no wrong, but there are a few tidbits we found that didn't sit right. There are a few inconsistencies in overall appearance, an example being character animations, which are at times very jerky, particularly when linking multiple tricks together. Grinding is also a bit off as the character almost

/IF YOU PREFER TO PLAY LIKE A STREET SKATER YOUR STREET STATS WILL LEVEL-UP BECAUSE OF THIS/



THE FATHER Of aggressive inline as a sport; Chris Edwards.



NIGHT RIDER Almost as good as glow in the dark stickers

looks like he or she isn't actually 'locked' onto the grind. Equally, there is a bit of slowdown here and there, and quite often characters can glitch the environment. Another small problem we have is when attempting objectives like photo-shots, the game will change to a cut scene of your character paused in mid trick from multiple angles, and while this looks good in appearance, can be very off-putting if you're in the middle of the trick. We stacked quite a lot because of this. And while for gameplay purposes the size of the environments is a good thing, a reasonably limited track listing means music gets old fast considering you can spend up to two or three hours on one level. Though the songs are good, there simply isn't enough there to keep it from becoming repetitive. Sublime, the Ataris, Pharcyde, Hoobastank and others make up the list, but it's just too small. We'd definitely like to see more in the future. And considering Amped on the Xbox veritably has over 100 tracks, making full use of the game's DVD is certainly something to look at in future.

BE PROUD OF THESE GUYS, THEY GOT FAMOUS KNOCKING OVER YOUR GRANDMA

Whether you like the idea of inline skating or not becomes irrelevant with *Aggressive Inline*. And don't let personal politics get in the way of a good game [that's for all you skateboarders out there]. It's more about the huge worlds, the level up mechanic and the sheer fun, and the thing is if you didn't like the sport before, playing this game could change your opinion, it really is that good. Tony Hawk 4 is on the way, but what we've seen of that game thus far is almost an urban copy of what Z-Axis has injected into *Aggressive Inline*. This is the perfect evolution of the genre of extreme sports and a definite coo for inline skating. Plus it has three Aussie pros, show your pride and buy yourself a copy of this game today it could keep that PS2 busy for quite a few months!

/ NICK BURNS



SPARKING It up! Shane Yost shows us his Australian spirit



I THOUGHT There were more pros in the game, who is this person?

VERDICT		PSW
UPPERS	DOWNERS	
- Incredible first inline game	- A bit glitchy	
- Huge levels to explore	- Some questionable animations	
- No time limit	- Track list not long enough	
- Stat system like no other		
GRAPHICS	- Huge worlds, and nice character models	7
SOUND	- Good effects, and some great bands	8
LIFESPAN	- A bunch of skaters and enormous worlds	10
OVERALL SCORE		9
This is an awesome first attempt at capturing the frenetic world of inline, it's also the best evolution for this kind of game. It'll definitely keep you coming back for more.		

REVIEW

V-RALLY 3

POS 15 / 15

RECOMMENDED 4.5/5

STATUS 4.5/5

WILLIAMS

SECTOR

00:33"56

+09"89

Sectors



TIME

02'20"03

GAP

+58"45

GEAR

5

MPH

78

RPM

5368

DEEPLY DIG Note to self: do not hit earthmoving equipment

V-RALLY 3

NO: THAT'S THE ANSWER TO THE FINAL QUESTION. THAT'LL TEACH PEOPLE TO SKIP THIS BIT...



TYPE DRIVING

PLAYERS 1-4

OUT JUNE

PUBLISHER ATARI

PRICE \$99.95

DEVELOPER EDEN STUDIOS

AGE G

SEE IT ON DVD

/ Stupid, dope and possibly fly crashes
/ Beautiful cars on beautiful tracks, driven awfully

GOOD CHRIST, WE NEED THESE

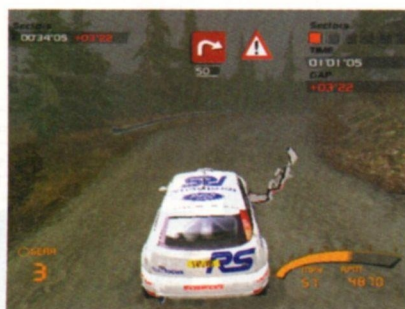
games. Think about that next time you're browsing and the weight, the vast expanse of driving titles envelops you. Tuck away that cynicism. If you enjoy thrashing real cars, chances are most trips leave you almost weeping with boredom. How much longer can you stand the traffic? How many times can you bang your head on the steering

wheel between gear changes? Why don't you undo the gearbox, throw out five cogs and replace them with one big one called 'waft'? Everyone else has.

There are only three responses: the first is to pay no attention whatsoever so you never get bored – a mobile phone really helps – an insanely dangerous and very popular choice. The second is to have a road rage attack and pass everything, anywhere. Again, insanely dangerous, but still

popular. And the last one is to play a driving game and let the frustration ebb away in perfect safety. Hmm, which one to pick?

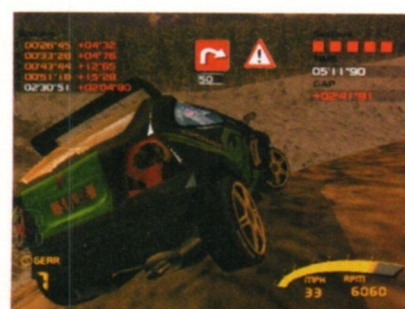
Oh! The game. Don't worry, there's a link – the question is whether or not *V-Rally 3* is going to take away the blues or leave you bumper to bumper with your own sadness. And the answer is, mumblemumble. All right, the answer's more complicated than that, so let's do



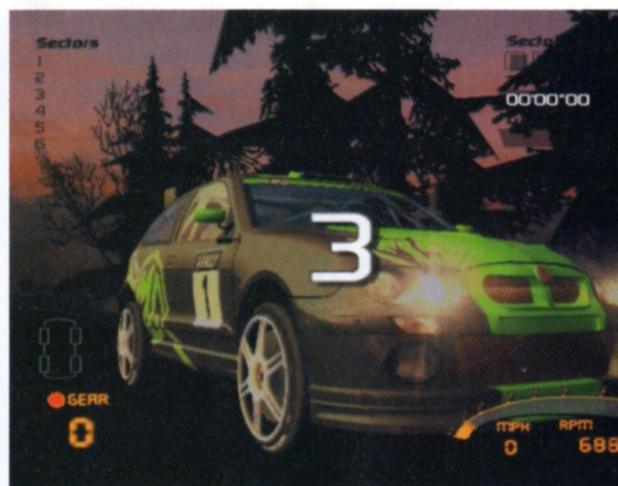
BYE BYE BUMPER Remember, don't try this at home



CO-LOSER "Look, I'll ask that bloke. He probably knows the way"



OVER & OUT Big crashes can shear wheels, and it's all done then



LUNAR-TIC ROVER MG is now officially resurrected – it's in a videogame



BRACE FOR IMPACT Smash. Bust. Break. Crumple. Roll. Obliterate. It'll never look this good again. Yay!



complicated things for a few pages in case you want to read more than the score.

OH, GET ON WITH IT

The first thing in its favour is the Career mode, whimsically entitled V-Rally Mode. Unfortunately this new structure doesn't look quite as original as it must have done when Eden Studios first thought of it, as both *Toca Race Driver* and – perhaps more worryingly – *Colin McRae Rally 3* are bigging up the same thing. There's going to be a glut of 'story-based' driving titles very soon. Boy meets car, if you will. Nevertheless, it does add meaning to a game type that traditionally lacks an overarching form; beyond progressing in order to unlock more and, er, progress again, there's no reason to play. But there is now. Isn't there?

Well, mumble-mumble. V-Rally Mode's not entirely convincing, but it has a good go. The first thing you must do is create a driver in your own image for your license. State your name, choose a nationality and select a mugshot with reasonably similar racial characteristics to yourself (or however you want to be). Sadly though, there's no blue-eyed Aryan blonde option. You then repair to your office, from whence you can check email and fiddle with all manner of options. The email's the key to it – here you'll find offers from other teams to come and test, contracts to sign and comments from your paymasters. And if you don't perform, it's here you'll find your termination notice...

Checking an offer of a test also gives you access to various stats about the team's

/ VARIOUS STATS ABOUT A TEAM HELP YOU DECIDE IF THEY'RE WORTHY OF YOUR POTENTIAL /

performance, to help you decide if they're worthy of your potential. Levels of morale, reliability, performance, their budget and previous result are all available for comparison. And unlike most games, once you've chosen the best ride there's still work to do – if you can't match the time on the stage, the team withdraws its offer and you're left scrabbling for a lesser machine. Of course, you could always reload, but interestingly you can't guarantee the same offers appearing again. From here you finally launch into your first season.

Well, almost... Unstoppable fiddlers can first take the opportunity to delve into the car set up, but generally the default settings are fine – there's no chance of finding the rev limiter popping away at 20mph in top because the gearing's shorter than Nick Burns' patience, for instance, as there is in Sony's flawed *WRC*. Your adjustments are accompanied by views of a reasonably well-populated service area and even shots of you heading off for the stage start, just as in *CMR3*, although here, to be frank, they're not quite so impressive. Still, the options screens are slick and it's no hassle to slip into the game proper (at last!). And there you'll come across the first problem.

Despite the initial feeling of actually undertaking a career wrought by the new format, essentially you're starting out in a slow car in order to unlock a faster one. That's fair enough as it goes, seeing as most (if not all) other car games do the same, but ironically it traps you in the slower cars for far

THE RACING LINE



// JOIN THE QUEUE FOR THE MULTIPLAYER GAME

ONE OF V-RALLY 2'S BIGGEST DRAWS WAS ITS EXCELLENT MULTIPLAYER – up to four cars split screen. Unfortunately, *V-Rally 3* has no such support. You'll still find options for up to four drivers, but it's slightly misleading as these matches are sequential. There's no split screen option at all. Obviously, being unable to batter your friends into rocks with your own car makes the whole thing a lot less immediate, but it's not as bad as you might think. Although you must queue for your turn, you can take the opportunity to watch what the others are doing and learn from it – and the frequently updated sector times make things quite tense if somebody's homing in on your best run. So if your mates are as keen as you, you'll have fun. Really. But there's no doubt this *isn't* one for a quick knockaround after a few drinkies, where its predecessor undoubtedly was.



A GOOD BOOK: 'Things That Break on Rally Cars', by Ray D. Aytor

OF MICE AND MENTAL

WORLD RALLYING'S BEST KEPT SECRET – EXPOSED!
YES, WE CAN HANDLE THE TRUTH



Everybody thinks the co-driver uses 'pace notes' to relay the upcoming bends to the driver, but clearly, this can't be the case. They don't even make sense. No, PSW can exclusively reveal these people merely act as interpreters to highly intelligent local mice. Mice, hidden away in the bodywork, or maybe inside a headlamp.

K-RIGHT CAUTION
CHEESE, COULD BE
TRAP, TO CREST
AND HAIRPIN LEFT

Evidence? They can clearly be heard, squeaking away before corners – exactly when the 'co-driver' pipes up. And our spy close-up at last confirms the theory. The so-called experts we contacted denied it all, insisting the noises are merely from the turbo. Yeah, right. Right.



longer than would otherwise be the case. Obviously you've got to finish the season in the 2WD, 1600cc cars in order to attract a better offer. And these cars are slower than governments.

I AIN'T SLOW, I JUST HIT MY HEAD

It's even more painful with the behind-the-car view, as this makes even the full-on 4WDs look sluggish – if you want any impression of speed you'll need to go in-car. You'll miss out on the chunkily attractive models and progressive dirt build up, of course, but at least you'll be feeling a few more thrills. Perhaps the worst aspect is the insanely lethargic way lesser cars accelerate from a standstill. If you've spun and ended up nestled against a rock it's actually quicker to reset the car completely than to reverse and drive off again, as snails, old people, toddlers and all the afternoon's shadows come flying past you like the speeded up sky of countless supernatural movies. Frustrating. But this is all very negative, and just look at that score! Why? Well, once out of the 2WDs and up to

speed, playing with *V-Rally 3*'s handling is like caressing your girlfriend's hair.

It's smooth and silky, like it's just had a bath and coyly put on one of your shirts. It also requires care, so if you wrench at it you'll get a slap in the face – if you're expecting an experience similar to the PSone versions, you're going to be surprised. Gone is the simplified, arcadey vibe of old; hello sim-style nuance. You must tease these cars between the parting trees, hit all the bumps just so, get your entry speed just right before slamming it in... sideways... instead of just hammering away like a reddening buffoon and rapidly coming to a sticky end in the bush. For those with more than a passing interest in motorsport it'll be a small revelation, and should more than make up for the lack of real-life drivers and meagre country-count of six. That's less than the Nazis managed, and they were idiots!

But this beautiful balance would be as much use as a bulletproof hat to a guillotined man if these few countries were dull. They're anything



LOG OUT Straying off the path is bad. Write that down kids



TEA LEAF A comprehensive argument for locking wheelnuts



NO BUMPING The cars are beautifully modelled and sustain real-time damage



DRIFTING OUT He didn't want to be a rally driver. He just sort of drifted into it

but. Hey! And it's perhaps this game's greatest irony that zipping through them on the eponymous, long-secret Career mode renders them at their least interesting. Normally a cursory contrivance to make the options screen seem thicker, like including 'interactive menus' and 'scene access' as special features on DVDs, the Timer Trial is where it's at. Eden Studios has realised that quality is more important than quantity, and anyway, with four or five stages per country there's more on offer than may at first be apparent. It might not be in the pace-noting-into-the-unknown spirit of rallying, but it's a joy nonetheless.

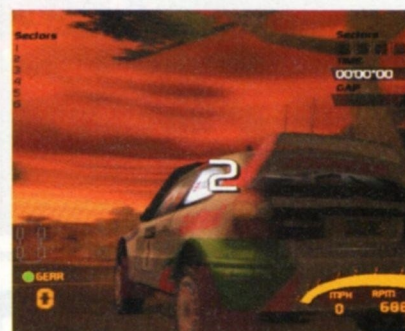
You'll rapidly begin to recognise locations and sections here. Importantly, they are *sections* – not just unconnected bends, but strings of turns that need forethought, a cunning line and even some nerve to master. Unlocking the secrets of such places can be highly rewarding, as you realise certain complexes can actually be bulldozed flat-out even though they already look fatal in third.



PEEKABOO The Peugeot 206 was ace at hide and seek



LONG SHOT A perfect run with so much to cope with? Unlikely



NIGHT RIDER Many of the environments are truly spectacular

/ STRIKE US DOWN WITH A PLAYFUL BLOW FROM HALLE BERRY'S CHEST IF IT ISN'T BEAUTIFUL /

But beware. The level designers know you'll figure it out, so don't be surprised to find awkward rocks or trees right where you don't want them, waiting to catch you out if you slide that little bit wide. At speed on a road you know, the fluid, sometimes ponderous handling is a joy, as is the need to preciously conserve grip, simply because it leaves you teetering on the edge of disaster. Motorsport needs that, even pretend motorsport on PS2. A round of applause then, if you please.

LIKE A BAG IN THE WIND (NOT YOU MUM)

Sadly, crashes can be disastrous for the wrong reasons. Once off the ground the car physics simply aren't right, occasionally interfering with controlled jumps as well. And considering that getting your car through one of these admirably long stages at ten-tenths is harder than raising a smile on a driving examiner's bitter, stony face, that's a considerable shame. Still, you can always admire the scenery as your ride quivers to destruction, and strike us down with a playful blow

from Halle Berry's chest if it isn't the most beautiful scenery since, um, Halle Berry's chest. From the tall trees of Finland to the worn roads of Corsica, it all looks beautiful, and small effects such as fluttering leaves and truly intense sunsets only add to it. Eat it up. Bring a spoon and eat.

So to answer the original question; yes, V-Rally 3 will take away your driving blues. It brings a few new ones of its own, though – cranky crashes, no simultaneous multiplayer, missing WRC drivers and dynamics that may alienate players of previous iterations. It's not an unqualified success. When it shines though, it really shines, and we'll take that over uniform OK-ness any day. And what about the other inevitable question? Should you buy this instead of *Colin McRae Rally 3*? Well, on that subject PSW unequivocally says mumble-mumble-mumble.

/ STEVEN WILLIAMS

VERDICT		PSW
UPPERS	DOWNERS	
- Tricky for the right reasons at full speed	- Runs rather slowly	
- Brilliantly designed stages	- Low on quick thrills	
- Beautiful to look at	- No split screen multiplayer	
	- Only six countries	
GRAPHICS	- Gorgeous levels and brutal cars	9
SOUND	- Permanently surprised co-driver	7
LIFESPAN	- Months of perfecting inspired stages	8
OVERALL SCORE		8
V-Rally 3 won't be to everyone's taste. Arcade players may lose patience with its apparent ponderousness, but petrolheads will find a gripping challenge lurking in its depths.		



SCOOBY DOO Subaru – impossibly sexy, nice motion blur too



I'VE BEEN BOOKED! YES! Tackles like this are what Red Card is all about. His knees! Get his knees!



WORLD SOCCER FEDERATION You don't have to be the man in possession to hack someone down



RUNNING WITH SCISSORS Perform this and a goal is a given



NEEE-OH! Swooshy running effects illustrate speed... somehow

RED CARD

META-TARSALS BEWARE! IT'S A SUPER-VIOLENT SOCCER GAME THAT ENCOURAGES FOUL PLAY



TYPE	FOOTBALL
PLAYERS	1-2
OUT	NOW
PUBLISHER	MIDWAY
PRICE	\$99.95
DEVELOPER	MIDWAY
AGE	M 15+

SEE IT ON DVD	
/ Faces getting kicked!	
/ Legs getting kicked!	
/ Balls only occasionally getting kicked!	

OR 'VIRTUAL ROY KEANE' AS IT

should be called, thanks to *Red Card*'s ludicrous reliance on aggression as opposed to soccer skill. A quick look at the controller set-up screen tells you this is no ordinary soccer game – the square button is labelled 'Stomp', R2 is the 'Turbo' and triangle is your 'Aggressive Tackle'. It's like the developer called in the assistance of Vince McMahon or Stone Cold when compiling *Red Card*'s control system. It's outraging the soccer community – which makes us like it more.

Circle is a standard two-footed sliding tackle designed to harm and unlikely to get you booked or sent off, triangle the spectacular and super-violent attack designed to end careers and lives. It looks like a head butt most of the time, and occasionally is a two-footed flying scissor kick to

the face – complete with flashy foot trail effects. But worry not about unleashing them, as getting a yellow card is virtually impossible whatever the level of your sporting attack. Getting a red card requires you to commit a crime akin to murdering your wife of 24 years and burying her dismembered corpse in the garden.

IF YOU CAN'T JOIN 'EM, BEAT 'EM

These soccer atrocities change the gameplay greatly. Point being, they speed it up and make it a lot more fun. Lost the ball? Kick them down from behind and get it back – simple! The comedy potential for two-player matches is immense, especially with *Red Card*'s super-easy scoring technique. Even soccer spanners like your reviewer here (who has only scored two goals in PES ever, and one was a penalty) can get it to four

or five nil in the first half, stringing together an awesome run of step-over tricks, dummies and jinks – a great antidote to the scoreless, midfield battles of some *Pro Evolution* matches.

Because instead of working out intricate scoring positions, *Red Card* encourages you to try your luck from out there, from over on the right, from anywhere. The PES fan will need to relearn soccer games to cope with the easy scoring style, but anyone not already an *ISS* or *PES* bore will find it satisfyingly easy to play. It's spectacular, more so when a super kick triggers a *Matrix*-like slow-mo and sees you unleashing a shot so powerful it knocks the keeper backwards into his own goal.

It's not perfect, though. After dropping your shoulder and performing a miraculous Chris Waddle-like run through the defence it can get a little frustrating to simply get hammered down into



SHOULDER CHARGE 22 men, all as hard as Stuart Pearce.



WINNER TAKES ALL "G... O... A... L" Thierry spelled out with his arms.



AND ANOTHER! Scoring goals is extremely easy. So we like it.

MAKING FOOTBALL FUN!

THIS IS HOW RED CARD MAKES YOU LIKE IT



/ VIOLENCE! GO ON! KICK HIS HEAD IN!



/ MATRIX EFFECTS! WOW! IT GOES ALL BLURRY!



/ VIOLENCE! HAVE SOME OF THAT, FOREIGN MAN!



/ MATRIX EFFECTS! WOO! COOL SWOOSHY STUFF!



/ VIOLENCE! AND YOUR MOTHER, TOO!



/ OH, AND DOLPHINS! EVERYONE LOVES THEM



MIKE TYSON Looks like a punch – that's because it is

/ IF YOUR NUTS HAVE JUST BEEN BOOTED UP INTO YOUR STOMACH, CHANCES ARE IT WAS YOUR OWN FAULT /

the grass by an enemy boot. But thanks to *Red Card*'s fast and accurate passing style, it's generally possible to instinctively pass your way out of trouble. If your nuts have just been booted up into your stomach, chances are it was your own fault for not 'squaring it' to a team mate.

PLAY THE BALLS

Your colleagues are good players too, quickly firing the ball back at you and seeking out space. Unlike in the flaky *David Beckham Soccer* there's always someone in space to receive the ball. Sure, that



RED CROSS SOCCER Man first, then ball. It's the Red Card way



DIDN'T WE SEE YOU On WWE Raw the other night?

doesn't always happen in real football, but in *Red Card*'s videogame world it makes perfect sense to keep the action flowing like this.

The game is lacking in options when compared to the opposition, with only *World Conquest* and *World Finals* leagues to thrash through – although each is impressively difficult and long lasting. But would you rather an average game full of extra games and sections you'll never play, or a great game that stands alone and proud? We're putting *Red Card* in that second category. It's fun to play, it looks great when you watch people play, and it's emotional and aggressive. It's soccer, only better.

If you hate *ISS*, hate *FIFA* and can't stand soccer in general, there's a good chance you'll still enjoy *Red Card Soccer* thanks to its all-out 4-2-4 attack on your fun nodes. Unless you disapprove of violence, in which case you can sod off back to *Knitcraft & Crochet World*, you big girl. It's arcade soccer, it's stupid soccer, and more importantly it's hugely enjoyable, immediately playable soccer without any dull simulation and realism overtones.

/ GARY CUTLACK

VERDICT

PSW

UPPERS

- Super-simple to play
- Great attacking gameplay
- Easy to score goals
- Cool 'jinking' moves

DOWNERS

- Not many one-player modes
- No club teams
- No action replays
- It's not *Pro Evolution*

GRAPHICS - Smooth, but the players don't look at all right

7

SOUND - Simple but effective commentary, nice grunts

8

LIFESPAN - Short one-player, but tons of multi laughs

7

OVERALL SCORE

Not the most accurate recreation of soccer, but what's missing in technical correctness is made for up in thrills, speed, simplicity and fun. Look, it's just nice hacking people over, OK?

8



SPIDER-MAN

ACTUALLY, WE ALWAYS PREFERRED DANGER MOUSE

TYPE	ACTION ADVENTURE
PLAYERS	ONE
OUT	NOW
PUBLISHER	ACTIVISION
PRICE	\$99.95
DEVELOPER	TREYARCH
AGE	M 15+
SEE IT ON DVD	
/ Late night swinging / Dressing up in lycra / Ropes and sticky string / Go away you pervert...	

IT'S AN INESCAPABLE FACT:

superheroes look foolish. It's the outfits. Do they make them on their own? Do their mums make them? Or is there some kind of mail order thing going on? Whatever the case, Spider-Man does a good job of making himself look even dumber here, despite a freshly-spruced up costume modelled directly on the film's (a far steelier concoction than the old, inevitably cartoony suit that looked so sweet as a pair of pyjamas back in the 80s – it does make the whole thing minutely easier to defend... if you'd seen this reviewer's baby brother sporting his worn out Spidey nightwear back then, you'd be more grateful for this dark modernisation than you could truly express). So yes, he looks sharp, his game looks impressive and he's a distinctly superfluous superhero. Foolish, even. *He* might not wear his pants on the outside, but his game does.

It's dull. It's repetitive and awkward and repetitive and messy and repetitive and dull. Here's what you mostly do: enter a room, rumble with four or five goons while a sixth drains your health from afar with a gun. A door opens: four or five more goons run in. Rinse and repeat. Take them all down and another door opens for no good reason – run through this to find four or five more goons... rinse and repeat. Level suddenly ends. The

architecture is impressive, with reasonably varied locations, but what you're doing within it all is samey and uninspiring. It's like *Oni*, but not very good, with colourful backgrounds and silly string.

Making the level edge walls transparent was probably the best way of dealing with Spider-Man's ability to creep anywhere, but the camera still gets confused. Fortunately you have both the ability to aim it manually and to lock an enemy automatically, but even so you're frequently left looking at something less than useful. It's also impossible to look up and down with the right stick unless you push it down first, clicking Mr Man into a sniper view complete with targeting reticule.

SSSHH, DON'T CHEAPEN THIS

There are also some pretty unforgivable bugs (pardon the pun). The game feels unfinished. The sound, at least on the machine we used, was intermittent and prone to looping random bits of speech – and when this speech is along the lines of "Hur hur, let's smear him", it's especially painful. Guards evaporate once their purpose has been served (as do bodies: no blood or gore here) and returning from cut-scenes can be disorientating, resulting in abrupt level failures as you wander around lost while innocents are slaughtered. You can trust the compass, but you can't always trust

PLEASE FORGIVE US

CLEANSE AWAY THE SADNESS WITH THESE LOVELY TRINKETS

Unable to cope with what's been done in their name, the Green Goblin and Spidey have protested the only way they know how. Or have they? Is the truth more sinister? Kids of all ages will love finding out with these figures, complete with depressing urban setting and symbolic unworking traffic light. Web-swinging Spidey even comes with working gravity, so an actual swinging motion can be achieved by pushing (instructions included). Every figure has props – Goblin's vehicle isn't shown – including quite the most sensational desk PSW ever saw, with JJ Jameson. The toys are nice though, and we love plastic.





FIRE-MAN Effects such as fire and explosions are spot-on



PANSY It's almost as impressive as the Matrix jump scene



EXPLICIT If he was just facing the other way - instant ban



MOODY BLUES Locales are impressive in scale and detail



/ WE ALSO GOT STUCK INSIDE A GIANT FLOATING PANDA FOR AGES /

your instincts. We also got stuck inside a giant floating panda (really) for ages until we juddered out of its bottom, only for the game to suddenly end because we'd failed an objective. That was quite annoying. There was some swearing then.

Sometimes, of course, you get to go outside in the city, which looks lovely. Obviously you can crawl all over the skyscrapers at will, but the area's so immense it takes forever. It's far better to swing (especially if you're a couple over 45 and your wife's called Jean, it seems). Mr Man can now web-swing anywhere, despite the absence of anything but clouds above you, although for some reason he can't use his vertical zip-line in the same way. This makes things awkward when you're chasing the Green Goblin, because smacking into a skyscraper halfway up can leave you with a time-consuming climb. It's far better to web-swing off in the wrong direction and climb as you do so, before coming back and finally clearing the building. Turning quickly is tough, and the controls are generally rather vague, which makes objectives based around precision more than a little tedious. Throw in a camera that constantly needs switching from locked on (so you can fight) to manual (so you can locate extra health and web fluid hiding in awkward places) and it's a recipe for irritation, boredom and eventual death.

The story's unlikely to keep your interest up either. You're seeking to avenge Uncle Ben's death and assuage your feelings of guilt at the same time, mostly by kicking the hell out of a lot of strangely dressed people. Once past the intro movie, however, it serves as little more than an excuse to wheel out another boss. But you could have saved him! Poor Uncle Ben. And he used to make such lovely rice as well.

IS THAT SILK COMING OUT OF YOUR ARSEP LOOKS SUSPICIOUS

Despite all this, the game isn't a complete disaster - it's just a big disappointment, especially after two rather spiffing outings for Mr Man on PSone. Graphically it's impressive, with some massive outdoor cityscapes and grimy-looking interiors. There's only occasional jerkiness to contend with, and on the few occasions the camera moves in close you'll realise just how well his suit is modelled. Everyone's animations may just be acceptable rather than particularly attractive, but the arachnid arse of the title has some pretty cool combos nonetheless. We particularly enjoy sitting on our foes' shoulders, beating their ears while they zigzag around the room, panicking, until we throw them to the floor. Apparently you can do this in the game too. There's no doubt that Spider-Man

fans are going to view this game in a kinder light, but they're not going to unlock more enjoyable gameplay just because they dig our man's crazy attire. There's no getting away from it: despite the 2002 makeover, the movie tie-in and the presence of Bruce 'Troy McClure' Campbell on the tutorial, *Spider-Man* is a disappointment. It didn't even turn out to be called *Spider-Man: The Movie: The Game: Of The Movie*. Now that would have been really super.

/ STEVEN WILLIAMS

VERDICT		PSW
UPPERS	DOWNERS	
- Roam-anywhere swinging	- Repetitive and dull	
- Great-looking city	- Confusing camera	
- Fun to walk up walls	- A dip in form for the series	
- It's Spidey!	- Frustrating	
GRAPHICS - Great locations, reasonable enemies		8
SOUND - Painfully laboured Bruce Campbell laughs		6
LIFESPAN - Too uninvolved to really last		5
OVERALL SCORE		6
An unfortunate disappointment. While some attacks are amusing, most fights are awkward and too much of the camerawork is confusing. Random failures abound. It's Mediocre-Man.		

POS 10/22 0:24.5
LAP 2/4 +4.6

2
MPH 94



F1 2002

SCHUMACHER'S ROMPING AWAY WITH IT – PREDICTABLE AND DULL.
THERE'S A SLEW OF 2002 F1 GAMES DUE – PREDICTABLE AND DULL?

TYPE	DRIVING
PLAYERS	1-4
OUT	NOW
PUBLISHER	ELECTRONIC ARTS
PRICE	\$99.95
DEVELOPER	ELECTRONIC ARTS
AGE	G
SEE IT ON DVD	
/ 88 wheels	
/ 22 helmets	
/ 1800 horsepower	
/ 0 surprises	

F1 2002 HAS A HYDRAULIC

problem. Those of you who follow the world championship on pay TV will know what we mean. And if you don't, why, it seems we have a little leeway for discussing it right now: let's face it, we could dispense with this review in a paragraph for all the novelty contained within *F1 2002*. It's another F1 game. So – what's the point about hydraulic failures? This catch-all phrase has spread across the teams like algae through a stagnant summer pond as the best way of not really blaming anyone for, or saying anything about, failure. Now rev limits and gear changes are computer-controlled, teams can't even make the drivers scapegoats by suggesting they overdid it. They don't have that much control. But have you ever wondered what these mystical hydraulic systems actually do? What's hydraulic on a Formula 1 car? Can the wings be pumped up and down like a forklift's arms to help pack the trucks? Do the wheels fold into the undercarriage so they can fly the cars back to the wind tunnel? Can Michael Schumacher pump the suspension up and down like a Latino lowrider when he's happy? We'll never know, because we're

not even allowed to see the spark plugs. Keep going, the game stuff's coming... but there's really not much of note to relate, so you're not missing anything, don't worry. So, by pleading the hydraulic defence you don't have to upset the engine builders, you don't have to upset the pit crew and you don't have to involve the sponsors in losing. *Deus ex machina* – a no-fault claim. Everybody's happy, apart from us, because we're being lied to. Because those sponsors are utterly, boringly paranoid.

NEARLY THERE

You may have heard Martin Brundle explaining how much teams' PR machines hate drivers giving lifts to people from other squads – at the Spanish GP, when Ralf Schumacher's Williams broke down, Michael stopped his Ferrari to let him clamber on. Ralf declined. Had he been warned off? The game's not that good, by the way, so keep reading and we'll get to it soon enough. The PRs hate the clash of sponsors' badges, but for people supposedly experts at understanding, exploiting and controlling human emotions, they seem bizarrely unable to comprehend what makes a sport popular.

It's people. Characters. And brothers or rivals behaving in a sporting, human fashion are far more attractive than any number of sterile, staged, prefabricated photo 'opportunities' and press 'conferences'. Screw the clash of badges. We're grown ups, we can understand. The corporate mentality is a massive turn-off: give us sport, give us racing, let the best man win! But all we get is the pathetic lie that Mercedes or whatever never expire, even when they clearly just have. They must think we're stupid. Their logic is corrupted.

So it's all the more confusing when they're happy to associate their sponsorship and products with any and every shoddy F1 simulation that comes along. Could it be that the accumulation and protection of wealth is the only important thing? You might think that, but we couldn't possibly comment. Anyway, it would be unfair to call *F1 2002* shoddy, but it's uninspiring at best, and if you own last year's version there's little point re-investing. Uninspiring? But it looks sweet from here! We must agree, the inevitable graphical enhancements are attractive, but despite the game's striking speed it's disappointingly juddery. And how many more times can we buy the same



WHOOOPS! UNDO IT AGAIN Jensen Button gets it wrong in Monaco

HERE COMES THE RAIN Note full slipstream bar - pull out!

game? Despite the appearance of EA's new 'sports cards' system (what amounts to a series of challenges, such as beating a certain car) and a slipstreaming element, there's little of real ingenuity or novelty to be found. It's also built on less than stellar foundations, the initially promising but eventually frustrating *F1 2001*.

TARMACADAM AND THE RANTS

The one unpredictable element is the handling. Getting on and off the throttle affects your line, as well it should, but combined with a flawed steering system that reacts at its own speed, rather than with the urgency you move the stick, it's annoying. There are too many overlapping variables in the throttle and steering systems - you're as likely to spin off on the inside of a corner as the outside. Try flicking the wheel to full lock and back on a straight and the car barely responds, but hold it at a few degrees for a several seconds and you'll be head-on into the pit wall. This is not realistic. It's not really fun, either, as you never stop fighting the car. If you've no interest in finding the right lines and braking points it won't be so much of a handicap, of course, but then you'll have no use for the

/ DULL FORMULA 1 TRACKS ARE ABOUT AS RARE AS GAY VICARS /

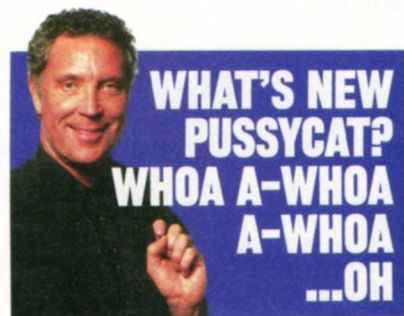
painstakingly awkward simulation mode either. All that brings is even less responsive steering and even worse understeer. Where are the tail slides? Mind you, the steering can't react quickly enough to control them anyway.

If you want a decent arcade racer with F1-style cars, you're better off with *Downforce*. OK, those cars aren't real, but then the generic chassis in *F1 2002* bear little resemblance to the latest racers anyway. *Downforce* has no F1 circuits either, but as we all know, dull F1 tracks are about as rare as gay vicars. If you must have an F1 sim, you're still better off with the superbly usable handling of Sony's F1 game. Sadly the equally inevitable update for it has slipped several months, and while it may well be similarly lacking in novelty, it will at least be built on a stronger bedrock. So we'll have to wait to find the real winner of the F1 sim championship, but, as with M Schumacher versus the rest, we can pretty much assume what will happen. But anyway, what might look like a rough engine and catastrophic handling problems for *F1 2002* is, for the record, a hydraulic failure.

/ STEVEN WILLIAMS



CATASTROPHICALLY RICH Don't be jealous - his car hasn't even got a CD player. Ha!



**WHAT'S NEW
PUSSYCAT?
WHOA A-WHOA
A-WHOA
...OH**

**WHAT ARE YOU ACTUALLY
GETTING WITH YOUR UPDATE?**

THIS YEAR'S PAINT

Lovely. No extra cars as it was 'adieu' to Prost this year, but it's 'konichiwa' to brand new team Toyota's red and white flanks. Yep.

ENHANCED GRAPHICS

Lovely tracks and sun, yes, and great speed. But it's a bit jerky and the cars are the wrong shapes.

SLIPSTREAMING

Run behind a competitor, watch the bar fill up and enjoy the effects. Adds some fun.

EA SPORTS CARDS

Cards to 'collect' - meet the relevant criteria to unlock them and the modes/rewards they contain. Somebody hold us back.

TEAM DUEL MODE

Fight your own teammate in equal machinery. Unless you're Rubens Barichello, when your car will mysteriously fail or the pit stop will go comically wrong if you look like beating Michael.

NEW CHALLENGES

Go there! Quickly! There are 11 more of these licence-style tests for you to play with. Their own little sub-game, they're often strangely captivating. See, it's not all bad.

SENSE OF DE JA VU

Comes as standard with almost every F1 game now. You wait, next year it'll be de ja vu... BIG! You can't stop this.



DON'T BLINK You'll miss the excitement

VERDICT

PSW

UPPERS

- Lovely motion blur on kerbs
- This year's stats (duh)
- Feels very fast
- Lots of challenges

DOWNERS

- Broadly similar to last year
- Handling's still annoying
- F1 is getting very dull
- It's a bit jerky

GRAPHICS - Prettier than before, but not too smooth

7

SOUND - Aggressive, impressive engines

8

LIFESPAN - About the same as last year's - not good

5

OVERALL SCORE

While much of the game is solid and some is actually very attractive, the handling remains an enemy. You can never exploit it as in the best games, you can only learn it. A waste.

6

REVIEW

BARBARIAN



DIDN'T HURT Jump on those rocks to get out of attack range



BACK OFF Getting cornered – a schoolboy fighting error



SHIRTS 'N' SKINS The blue chick may possibly be naked

BARBARIAN

A BRAVE NEW FIGHTING GAME WITH MAGICAL POWER OVERTONES, FOUR PLAYER OPTIONS AND MULTI-STOREY ARENAS

TYPE	FIGHTING
PLAYERS	1-4
OUT	NOW
PUBLISHER	TITUS
PRICE	\$99.95
DEVELOPER	SAFFIRE
AGE	M 15+
SEE IT ON DVD	
/ Girls fighting in bikinis / Girls fighting in pants / Girls fighting each other / Some men	

BARBARIAN IS A FIGHTING GAME

with a few small differences designed to make it a little bit fresher. The single-player experience gives you the chance to play through many varied little challenges instead of just trudging through your usual three rounded, progressive, eight match knockout tournament affair. Pick a character (best start with Keela – she's a girl in a bikini) then head through the selection of bizarre fighting challenges stacked up in the Quest battle.

It's like a whole load of half-finished ideas from various fighting games have been thrown together in one package (or it's like the extra game in Dreamcast *Soul Calibur*), but it at least goes some way to adding a bit of variety to this otherwise overwhelmingly predictable slash 'em up. In the

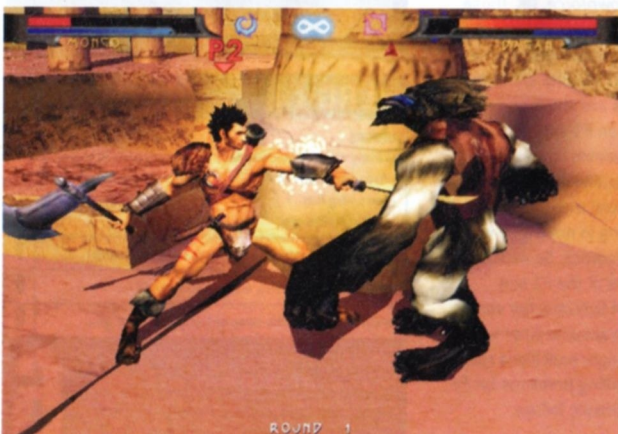
game's main Quest mode you're asked to travel the world and kill interesting people via strange challenges, such as survival tests, protection games and timed battles. Don't worry – there's a standard Versus progressive option should all this sound a little too *avant garde* for your gaming tastes. But then, you are only fighting.

Laughably, there's a story for each character, one that's outlined via the medium of scrolling text (in an exciting magical font!) before each chapter of tests. It reads like a piece of *Dungeons & Dragons* fan fiction you'd find on the internet, what

with its use of pompous fantasy phrases. "On her knees before her father's sarcophagus..." is one such gem that had us giggling like schoolboys in a sex education class. We really need to grow up. "Keela rolled to the side, drawing her sword and attacked!" is the exciting text intro that prepares you for Keela's first battle. So, the fighting then...

SMASH BARRELS? YOU DON'T SAY

The buttons on the PlayStation2 joystick have cleverly been assigned to various attacking moves. That's not clever – it's sheer convenience, with light



OOH! NICE CARPETING! Fighting on a pink stage doesn't mean you have to be nice to each other



MUM! I'M FIGHTING! LOOK! The camera swoops about all over the place



SCOUT INFERNO When Camp Fires Go Bad, 10:30pm Channel 7



punches, strong punches, blocks and magic attacks spread out among your pad's wanting buttons. Also in keeping with video game core values is the hiding of power-enhancing 'Runes' in barrels, which, once smashed out with a slight punch or kick, may be collected and used to issue sterner attacks. There's a training mode as well, but the concepts behind *Barbarian* are so familiar that it's really not necessary. You fight things, things fight back. Simple, and not especially exciting. If you can't get your head round that particular concept you've clearly bought the wrong magazine.

The levels are much more complex and raise *Barbarian* into the realm of the average scoring game, coming in rather well detailed and in pretty massive form. They're all huge multi-storey jobs, with collapsing walls and floors giving way to open



BABE-BARIAN She's nice. Perhaps we should've given it a seven. Is that a nipple?

/ THERE'S A STORY FOR EACH CHARACTER THAT'S OUTLINED VIA THE MEDIUM OF SCROLLING TEXT /

up entire new sections to crash around in. It has an effect on how you fight as well, requiring thorough knowledge of your chosen level to really fight at your best. It also makes 'running away' a tactic, albeit one that slightly ruins the point of buying a fighting game in the first place.

YOU'RE MY BEST FRIEND. NOW DIE

The biggest and quite possibly only reason for investing in *Barbarian* is its four-player battles. Four people. Together. On screen and fighting each other at the same time. Unique on PlayStation2? Definitely. But is it any good? Well, it's better than the utterly predictable one-player game, that's for sure, thanks to humans offering a much better challenge than the game.

This is because *Barbarian*'s biggest problem is the enemy intelligence when playing alone – the thing has a mental age of four. Fighting matches work like this; the enemy attacks you with a three-hit move. You block this move and then strike back with a three hit move of your own, it's that simple. You block, then counterattack in the slight pause that follows their failed attack. Any other technical prowess is superfluous, seeing as it's entirely possible to humble PS2 through the application of one tedious technique alone.

And thanks to the layered level design it's often possible to position yourself on a ledge above the action, completely avoiding the dumb computer controlled opponent altogether who stands there like a lemon looking up at you. Entirely pointless, but possible to gain small amounts of fun from nonetheless. Which conveniently sums up *Barbarian* quite nicely, come to think of it.

/ GARY CUTLACK

IT'S NOT LIKE OTHER GAMES

BARBARIAN'S QUEST MODE IS FIGHTING WITH A DIFFERENCE

IT'S NOT JUST YOU AGAINST EIGHT OTHER increasingly tough opponents. *Barbarian*'s main feature is its Quest mode – a mammoth series of bizarre concept fights that are more challenging than your usual battles. These are but a few of the tasks awaiting your attention:

// PROTECT THE OBELISK

Two enemies are attacking the stone. Save the stone! It never hurt a fly!

// LAND 50 HITS

You've got to hit them 50 times before they hit you 50 times.

// KEEP LIFE

Win with at least 75 percent of your energy bar remaining.

// FIGHT INVISIBLE ENEMY

Collect 50 gold coins. No, sorry, fight an invisible enemy.

// FEND OFF POISON

You're poisoned – win before your life gradually fades away.

// MULTIPLE ENEMIES

You against more than one. See how they increase in difficulty?



TO DO LIST Mini challenges – the new knockout tournaments?



SAVE THE STONE Just save it. They don't say why

VERDICT

PSW

UPPERS	DOWNERS
- Huge multi-tiered levels	- Very tiresome old gameplay
- Loads of characters	- Some nasty glitches
- Nice challenge games	- Can win with one technique
- Girl who fights in her bikini	- Dumb enemy fighters
GRAPHICS - Average characters, OK levels, nice effects	7
SOUND - Default screams and effects. Unremarkable	6
LIFESPAN - The mini challenges will last quite a while	7

OVERALL SCORE

It's OK, but doesn't have the technical depth of fighters like *Virtua Fighter 4* or *Tekken 4* to win the money of fight fans. It's not bad, just a little too generic and predictable to play.

6



GITAROO MAN

SAVE THE WORLD FROM BAD MUSIC WITH THE NEW KING OF ROCK! U-1

TYPE	MUSIC
PLAYERS	1-2
OUT	NOW
PUBLISHER	THQ
PRICE	\$99.95
DEVELOPER	326
AGE	68+
SEE IT ON DVD	
/ Better than Superman?	
/ Better than Batman?	
/ No Onions with bodies here	

IN THE AMAZINGLY BIZARRE WORLD

of Japanese music games comes the oddest entrant yet, *Gitaroo Man*.

Gitaroo Man is one of those sickeningly addictive games that just oozes with style and cuteness. Its all encompassing strength is music, in fact, it's the reason behind the game. What *Gitaroo Man* does to differ itself from *Pa Rappa* or *Bust-a-Groove* is introduces the use of the analogue sticks for maintaining that musical consistency. This makes the game more complicated and ultimately more rewarding.

Gitaroo Man also presents itself as more of a niche title among the growing trend in music-button-tapping games. The likes of *Britney's Dance Beat* really don't stand a chance against a cool game like *Gitaroo Man*, the unfortunate thing is that *Britney* will ultimately win out, despite being a boring game (unless you're only interested in staring at her digital belly button). *Gitaroo Man* is definitely the cooler game, he has an incredibly far-out suit design, a dog with razor sharp teeth (just like Sharky from *Eek the Cat*), his guitar is just plain awesome and who can't resist the appeal of fighting off bad-guys with stylistic rock stances and music? Not many people we think. Equally, *Gitaroo Man* isn't *just* a music game either, there is a story in there, somewhere.

STORY TIME IS MY FAVOURITE PART OF THE DAY

U-1 is a rock super-hero and armed with his guitar and cool-ass dog battles evil villains with the power of his, well, um... power chords. It's all very straight-forward and cool. His dog's name is Puma and he tosses U-1 his Gibson guitar that looks like a cross between the guitar from *Young Einstein* and a left over prop from *Mad Max 2*, and what

could be wrong with that?

Essentially the game has players watching a line move through a central point in the middle of the game screen. When prompted, simply hold the X button and follow the direction of the moving line with the left analogue stick. If you fail to keep it all on track, *Gitaroo Man* will lose his awesome rock pose and you fail. The idea is that *Gitaroo Man* battles foes, you start up by following the line to build up health. The next step is to tap the buttons on the control pad *Pa Rappa* style to start charging up your attack and the battle finishes with a combination of doing both things to fight off your opponent.

The start of a fight is a relatively easy affair and a nice introduction to using the analogue in this style of game for the first time, while, as we said, the second part of the battle comes down to that all-important timing we've learnt from playing *Pa Rappa*. It's when combining the two different control ideas that things become tricky, each time a symbol is thrown at you it becomes the default button to hold down for the analogue movement to work. This means you're constantly changing and holding down buttons to continue to use the





AIMING Gitaroo Man lead the Sex Pistols before going solo



KITCHY Our hero has a weakness, and it's red-heads

analogue. Failing to hold any of the buttons down will render your use of the analogue dead, and Gitaroo Man will start to lose his rock composure. Sound complicated? Well it can be hard to come to grips with the first time around, especially if you've become familiar with Pa Rappa controls. But once you get the idea you'll understand that, while a bit trickier, Gitaroo Man's unique control is one of the game's strongest aspects. This all works very responsively, and the music is audibly affected by every chord you land correctly, to this end, it really does feel like you're achieving the goal you were after with precision playing.

BETTER GAMES THAN YOU HAVE TRIED

The game is hard pressed keeping you there unless this is your thing or you have a taste for the bizarre. The level bosses are absolutely crazy, be it the demon in a diaper or the keyboard UFOs there simply is no real reason to not be blown away by the sheer hilarity of it. You can't take the game seriously, but it takes itself seriously enough to have you in a constant state of confusion, and laughter. Make no mistake, this is Japanese culture at its best.



ZIPPED UP Puma is sooo much cooler than Battle Cat and Superboy's dog Krypto

/ MAKE NO MISTAKE, THIS IS JAPANESE CULTURE AT ITS BEST /

The western-localised voices are very good, especially since many other voiced games from Japan just end up sound like utter nonsense. It drives the story and it seems like the actors managed to get the characters right. It works well though, and that's what matters. Music in the game varies from hard rock to electronica as well as some funky tunes, and this - aside from the visuals - is the strongest part of the game. It's important to enjoy and understand the style of sound you're asking our hero to make, and with the right precision you can get some rockin' tunes out of his funky-ass guitar. This is definitely a game for people interested in the growing wave of mad-cap Japanese games that are slowly making their way to our shores, and if you're after that all-consuming title to introduce you into this wacky world, you really don't need to look past Gitaroo Man. However, if you can't stand the ridiculous or are just fed up with abundance of push-button music games then maybe you should steer clear of Gitaroo Man. But we like it and highly recommend it.

/ NICK BURNS



VERDICT

PSW

UPPERS

- Totally left-field
- Wacky as all hell
- Nice guitar music
- His dog has sharp teeth

DOWNERS

- A bit too niche for some
- Complicated control system
- Not enough appeal

GRAPHICS - A mixed bag of visuals that never fail to amaze

7

SOUND - Rock is never gonna die

8

LIFESPAN - Great multiplayer battles to keep you going

8

OVERALL SCORE

This is the kind of game we geek freaks get all gooey about. It's fun, funny and hilarious. Japanese culture never ceases to amaze and Gitaroo Man is the perfect example of this.

8



ARMY MEN: RTS

THIS IS GETTING INCREDIBLY STUPID. SURELY ALL ARMY MEN GAMES CAN'T BE IRREDEEMABLY BAD. PLEASE, LET THIS ONE BE GOOD...

TYPE	STRATEGY
PLAYERS	1
OUT	NOW
PUBLISHER	3DO
PRICE	\$99.95
DEVELOPER	PANDEMIC
AGE	G
SEE IT ON DVD	
/ Lots of brown mud / Watch their garden battles / Be pleasantly surprised... / As it's actually alright	

IT'S GETTING JUST A BIT

ridiculous now. Every new *Army Men* game gets tainted with the stench of rancid camel dung long before it's even loaded into the PS2. The dire flow of games featuring little green soldiers has become indelibly synonymous with 24 carat crapness. What chance has any new *Army Men* game got with the foul legacy of *Sarge's Heroes*, *Air Attack* and *Green Rogue* smearing liquid cack into every crevice of their miniaturised plastic world?

Cheap and cheerful's a start. Getting a brand new team to work on their next game is a further step in the right direction. And when that team just happens to be responsible for some of the most highly regarded strategy offerings on the PC, things are suddenly beginning to look decidedly more promising on the *Army Men* front.

The horrific world of diminutive, green moulded soldiers has already seen plenty of shooting action and endured numerous flying tours of duty, now it's time to take on the mantle of *Army Men* General. *RTS* is (unsurprisingly) a real-time strategy game where you get to play with an entire troop of plastic squaddies in true *Command and Conquer* fashion.

Beginning with just a few raw recruits and a versatile bulldozer, you've got to construct a base and then build up your armed forces in order to take on and defeat the tan army. It's a constant balancing act between base expansion and the full-on ravages of war with each facet having a knock-on effect for everything else.

Currency – in this case any deposits of plastic found lying around the garden – is needed to fund your military mobilisation. To harvest all of this scrap plastic you need to build a base replete with a recycling plant to utilise all of those unwanted buckets, spades and oversized toys. Power is also needed to work all of this machinery so batteries need to be scavenged for as well.

THE SMELL OF POLYTHENE IN THE MORNING

Once you've got a steady supply of plastic you can set to work on creating soldiers, tanks, and numerous implements of war. But all the time there's the threat of attack from the tan army, thus learning when to swap your yellow construction hat for a standard issue Kevlar helmet is the secret to success in *AM:RTS*.

Spend too long expanding your base and you'll end up surrounded with your path to further

supplies of power and plastic cut off, with the only outcome a futile stand off at your very own Alamo. Set out to attack the Tan too early and your skeleton squad will find themselves overpowered and outnumbered pretty quickly. Constantly treading a fine line between maintaining a constant supply line through production, and sending sufficient numbers into battle to keep the Tan at bay, is the only way to ultimately vanquish your foes. If you've ever played *Warcraft* or *Command and Conquer* you'll know what to expect.

It's in managing your lust for expansion where the majority of *AM:RTS*'s strategy comes in, because in the field it's a much more straightforward affair. Commendably, things are kept pretty simple to enable you to command your troops with a few uncomplicated joypad button combinations. A helpful tutorial guides you through the basics and it's not long before you've grasped how to instruct your troops to move and fight with a considerable degree of intelligence.

Unfortunately, in trying to keep things from getting too complex the game doesn't take long to degenerate into a repetitive succession of similar encounters. There's very little scope for cunning manoeuvres on the battlefield. Instead it proves far

MY FLANK'S CAUGHT IN A PINCER

ARE YOU THE NEXT ROMMEL?
TEST YOUR STRATEGICAL NOUS



AGE OF EMPIRES 2

Work your way through five historical campaigns in one of the most addictive strategy games ever created. The conversion to PS2 has not been kind with fiddly controls, but if you've got a PS2 mouse there's hours of war gaming in this one.

★★★★★☆☆☆☆

6/10



KESSEN 2

The scope of these battles is hugely impressive: hundreds of men on horseback hacking lumps out of each other while you try to co-ordinate their movements. It's slow paced but rewarding if you're willing to put in the effort.

★★★★★☆☆☆☆

6/10



RING OF RED

In an alternate 1955, World War 2 has never ended and the warring sides have developed huge robotic beasts with which to pound each other. And with so many variables in battle, encounters never feel dull or repetitive.

★★★★★☆☆☆☆

8/10



PRO EVOLUTION SOCCER

Alright, it's not war but the depth of the strategy screens make this game equally as enthralling as any of the above. Pouring over the tactics screens, attempting to conquer defences takes longer than the actual matches here at PSW.

★★★★★☆☆☆☆

9/10



CHARMING The graphics are basic but still imaginative

/ IF YOU'VE
PLAYED
COMMAND
AND
CONQUER,
YOU'LL
KNOW
WHAT TO
EXPECT /



RECYCLED Make use of discarded plastic junk to build an army



UNCOVERED Soldiers don't bother to make the most of the terrain



DIRTY DOZEN Some missions centre around small unit infiltration

more successful to just plough on forward along the linear paths through each level in the hope that your forces are bigger than theirs.

Most battles fall into this mundane routine of standing toe-to-toe and pummeling each other until one remains. Some units have a better attack range but it can be very difficult to select individual units in the heat of battle. When you've managed to construct a well defended base and your troops are spread across the garden lawn, it can become rather fiddly and confusing keeping track of everything, especially due to the game's rather restrictive viewpoint.

MASS SLAUGHTER ON A MINUTE SCALE

It's a shame that numerous oversights, such as your force's tendency to travel single file making them far more vulnerable to attack, and the unconvincing way in which enemy troops appear out of nowhere, tarnish a competent RTS experience. The PS2 is still crying out for a modern Warcraft and Army Men: RTS is a commendable yet ultimately inferior effort.

But if you're desperate for any sort of C&C-style warmongering, Army Men: RTS is certainly worth considering. The controls are far better suited to

the PS2 joystick than the irritatingly cumbersome Age of Empires, but the base construction pales next to Empire's compulsive village expansion. The lack of a two player game is a massively disappointing oversight and ultimately lacks any opportunity to indulge your strategical flair. Not perfect then, but it's a lot better than what we've come to expect from those little green men.

/ MIKEY FOLEY

VERDICT

PSW

UPPERS

- Easy to learn
- Good tutorial
- Simple controls
- Moments of wry humour

DOWNERS

- No multi-player
- Lacks depth
- Poor viewpoint
- Samey missions

GRAPHICS

- Simple but effective. Maps are pretty bland

5

SOUND

- Annoying unit voices and irritating music

4

LIFESPAN

- Later levels are challenging, but no multi-player

6

OVERALL SCORE

Army Men RTS is one of those rare real time strategy games that works well on a console. It's not as addictive as Age of Empires, but for the price it's still worth a look.

6



IT'S ALL GOING DOWNHILL Upgrade your brakes. Quick!



TIRED If you can't be bothered anymore, just lie down



LE TOUR DE FRANCE

PEDAL WILDLY ACROSS FRANCE AND STRAIGHT OUT THE OTHER SIDE – BECAUSE WHO'D WANT TO STAY IN FRANCE TOO LONG?

TYPE	RACING
PLAYERS	1-2
OUT	JULY
PUBLISHER	KONAMI
PRICE	\$99.95
DEVELOPER	KCEO
AGE	G
SEE IT ON DVD	
/ Male arses in lycra / Amazing 'wind-o-vision' / Drinking from bottles / People falling off bikes	

FOR MANY DRIVERS, BICYCLES ARE

something to aim at. A handy clattering noise to wake them up when they're near town, perhaps, or a cute little ringing bell to concentrate on when the screaming just won't stop. Indeed, if you let us loose with a rally car on some of these stages we'd really do some damage – they're fast, twistier than a twisty in the twisting machine for the second time, and just begging for a bit of abuse. Sadly, we're perched on a bicycle. Despite inhabiting roads perfect for motorsport, we have no engine. Must make effort instead. Ohhhh...

It seems cycling takes an awfully large amount of effort. Le Tour de France can be an exceptionally tough game – it might actually be easier to take part in the real thing, you know. But what you

mustn't do is make the mistake we did – don't go to the Practice mode thinking it might help you get up to speed. It won't. It'll break your spirit and leave you sobbing. It contains tests such as 'basic pedalling', but not since 'free' internet porn has something been so badly misnamed. Passing them all is like getting all golds in GT3's licenses, so leave them alone unless you're a masochist. Learn the controls from the manual.

It's not the controls that'll give you problems anyway. You've obviously got steering, brakes and

– should you choose – gears, but these aren't as important as they are in other racing games. Having a good line can help, but often it's way down the list of priorities. What you must do is carefully manage your rider's limited energy supplies, eking out enough speed to reach the front while reserving just enough to survive the dash to the line, so it's your use of (in essence) the throttle that matters most. In this way it's not unlike G1 Jockey, the horse racing game, but fortunately it's a lot more satisfying. We're still not sure the word



TOUR DE PANTS

CHOOSE YOUR OWN GEAR GET A LITTLE HEAD. OOOH, LYCRA!

OH, OK, YOU CAN'T CHOOSE YOUR OWN PANTS, but you can swap heads and tune lycra suits to your heart's content. Oh, OK, not quite to your heart's content, but there's a fair few looks to enjoy. It's certainly not in the same league as the create-a-character options in most wrestling games, but it's nice to see a little personalisation pepping up what's otherwise quite a sterile experience. And it's good to see what Judge Dredd's up to now as well. Oh, OK, not that good...



'fun' applies, though. You start at the back of some pretty huge packs, so you may have fifty riders or more to pass before the finish line.

BICYCLE CURIOUS

It's not as bad as it sounds, because other riders actually make things easier for you... most of the time. But more of that in a minute. Slipstreaming conserves your energy, so it's worth dodging around to stay in their constantly shifting protection: you'll know when you've done it, because those lines change from blue to green. The riders tend to stay in packs, so it's best to use them as 'islands' to rest at – stay in the slipstream, get your energy back up and make a dash for the next lot. Even better, most opponents realise when you're taking it easy in the lee of their giant butts and get a move on, so it's not too hard to speed up a whole group and shorten the lonely sprint to the next. You *really* don't want to be riding alone for very long. The bad thing about other riders? Poor

collision detection. Collisions result in a momentary loss of balance, speed and a frequently dangerous redirection – it's not uncommon to end up in the guardrail, damaging your health bar and limiting the energy you can use (turning the first half of the bar red results in a forced retirement). Fair enough, cycling's a competitive sport – but it's not so fair when they've just ridden right through you and suddenly become solid again as they emerge. The barriers are unforgiving too, so give them a wide berth.

Climbs are tough, especially as using your water bottle causes the rider to stop pedalling for quite some time. The water bottles are a vital – if limited – commodity, as they restore energy. A quick glance at the cross-section map in the top right corner can help massively here, as there's no use pushing your rider to the limits of his energy if there's another climb over the next crest. Once you deplete the second part of that energy bar he'll collapse. If there's a steep downslope next,



/ IT'S ENOUGH TO MAKE YOU FEEL TIRED YOURSELF. HAVE A LIE DOWN /

however, it's obviously worth pushing to the top and recovering on the way down. There's no excuse to get caught out, as your rider's state is obvious from the impressive animation. The more knackered he gets the more desperate and uncontrolled his movements become; nearing the end the screen blurs and his breathing becomes audibly strained. It's enough to make you feel tired yourself. Have a lie down. You deserve it.

The main mode adds a large component of character development. As you work through the local races towards the final, eponymous event, there's plenty of opportunity to enhance your stats (inevitably concerning power, stamina, turning, braking and damage) through training or resting. Everything costs money, so the more prize money you earn the stronger you can become. It'll certainly give your brain a bit of a workout as you try to spread your meagre rations of energy over the whole stage in the most efficient way possible, and it'll even give your finger a good seeing to as you hammer away at those tough ascents and sprints. It'll give your rage a workout as well, should you try to meet the insane time limits in Practice mode. But will it excite you? No. *Tour de France's* attraction is more tactical than thrilling, but there's undoubtedly entertainment here nonetheless.

/ STEVEN WILLIAMS

VERDICT

PSW

UPPERS

- Unusual subject
- Unusual game mechanic
- Looks great
- Can be quite satisfying

DOWNERS

- Can be immensely frustrating
- Not particularly exciting
- Rather niche subject
- No stunts

GRAPHICS - Great animations and models

8

SOUND - Puffing and panting!

7

LIFESPAN - Depends on your patience

6

OVERALL SCORE

Le Tour de France is taxing, reasonably complex and really very pretty. It's also unusual, both in subject and execution. Those of you with broader tastes could do a lot worse.

6



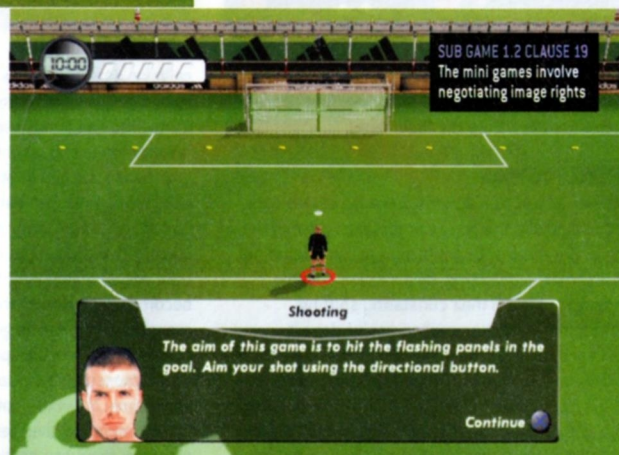
THE UNION SACK Surely the Super Eagles can stick it in here?



CHILDISH GAMEPLAY Play this with your child

DAVID BECKHAM SOCCER

ENGLAND'S MR PERFECT GETS A GAME THAT'S NOT QUITE UP TO HIS STANDARDS. IT'S NOT EVEN UP TO PHIL NEVILLE'S STANDARDS.



TYPE	SOCCER
PLAYERS	1-2
OUT	NOW
PUBLISHER	RAGE
PRICE	\$99.95
DEVELOPER	RAGE
AGE	G

SEE IT ON DVD	
/ Watch Becks teach skills / Laugh at Owain and Heski / Chuckle at this PES-lite / Try not to break your feet	

"5 OUT OF 5 - PERFECT! YOU'LL BE

a professional in no time!" says David, by way of congratulations for you completing five of his little challenges. Training with Dave via the medium of small pass, shoot, free kick and accuracy challenges may perhaps in some very, very minute way assist you in entering the 50-grand-a-week pro soccer club, but it's rather unlikely.

It's also unlikely to convince you that buying *Beckham Soccer* was the right choice. Frankly we find it awkward and unsatisfying to play. To hell with mini games, challenges and extra modes – if a soccer game isn't fun for two people to experience then there's just no point to it.

The intelligence of your PS2-controlled team mates just isn't right, and is possibly lower than that of the real life Mr Beckham. Pick up the ball, run with it, flick off a pass to your right – only there's no one there to pick it up. Ball rolls off into enemy possession, enemy runs at you, enemy scores; playing the PS2 is a frustrating task that ruins the single-player game. The shot selection at free kicks is good, but when it comes to a flowing, passing game, *Beckham* just can't cut it.

There are plenty of options; seasons to play through, cups to win, training games to play and also a few extraordinarily bizarre features to work out too. Survival mode challenges you to beat consecutive teams, while the "Beat Brazil" game gets you playing....Brazil. Brazil are good, therefore beating Brazil with a series of gradually worsening teams is what passes for a challenge. Weirder still is the classic matches recreation section that has you replaying famous games. The Liverpool/Arsenal championship decider of 1989 is the first, but comically it's represented as Liverpool v "Highbury" in the game, due, presumably, to not being allowed to use proper team names in *Beckham Soccer*. What's the point in including famous moments from history if the names and teams have all been changed? Rather bewildering...

Player names are fictional too, offering you Owain, Heski, Seeman and other intentionally misspelt footballers. At least the commentators are real. *Beckham* features the skills of Ron Atkinson and Jonathan Pearce – who are second only to Murray Walker in making dull sports sound exciting – so you can at least leave the game playing itself and enjoy the fine commentary. But obviously

that's not a serious suggestion or reason to own this game. It was a throwaway, lighthearted joke.

Sadly *David Beckham Soccer* comes across like a worse version of FIFA. Thing is, you could own FIFA instead, or even take home one of the significantly better soccer games to play instead. Sorry to be so harsh, but this sucks quite a lot.

/ GARY CUTLACK

VERDICT

PSW

UPPERS

- Recognisable stadia
- Jonathan Pearce voices it
- Ron Atkinson commentates
- Dave looks like Dave

DOWNERS

- No real player names
- Some missing UK teams
- Not the sexiest looking game
- Dumb computer team mates

GRAPHICS - Not smooth, not detailed, not that pretty

4

SOUND - Good commentary. Atkinson always gives 110%

8

LIFESPAN - Short mini games, unenjoyable standard game

4

OVERALL SCORE

Doesn't have the technical brilliance of *Pro Evolution* or the kickabout laughs of *Red Card*. So, like, what's the point? David Beckham? Just watch a Manchester United game instead.

4



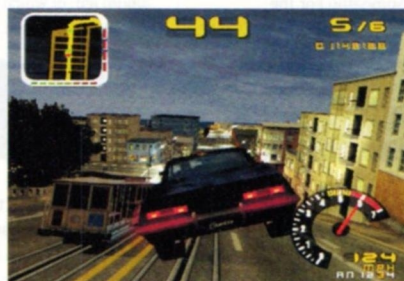
GOLDEN GATE BRIDGE It's red and there aren't any gates. Go figure



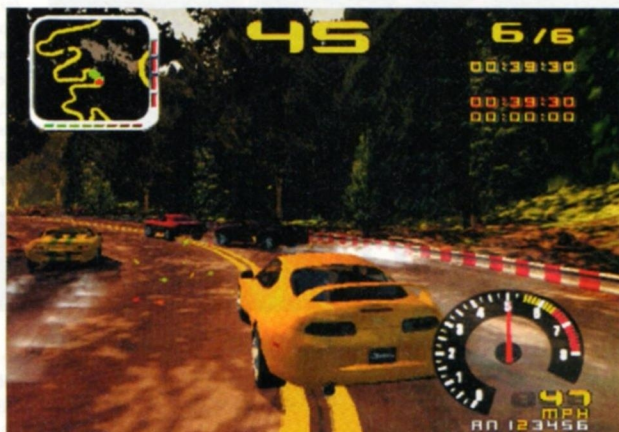
MMMM, SHINY The car models feel weighty and convincingly solid. Shame you can't spank them



THROBBING RED MUSCLE Good to see some less usual cars



CRAZY... NOT A TAXI Familiar? Yes, but not as thrilling. Feel sorrow



LEAFY SUBURBAN HELL Countryside sections are pretty. Note swirling leaves. Go, leaves! Swirl!

TD OVERDRIVE

OVERDRIVE IS USED FOR CRUISING, NOT RACING. A SIMPLE MISUNDERSTANDING, OR A FREUDIAN SLIP?

TYPE	RACING
PLAYERS	1-2
OUT	NOW
PUBLISHER	ATARI
PRICE	\$99.95
DEVELOPER	PITBULL SYND.
AGE	G



LIKE THE FAMOUSLY AWFUL JOKE

about the Egyptian crocodile, this game is in denial. OK, settle down. No, it's no longer *Test Drive Overdrive*, but simply *TD Overdrive*, presumably in an attempt to distance it from the persistently disappointing *Test Drive* series on PSone. It's also published by Atari – former maker of wood-panelled consoles the size of coffins – rather than Infogrames, which bought the Atari name and is currently resurrecting it, presumably in an attempt to distance itself from being French. *Pourquoi?* Let's just hope that Monsieur le Pen is never mightier than the sword.

So, what's the best thing about *TD Overdrive*? Pong. Yes, while the game loads you get to play a version of the famous tennis game with two paddles and a square ball. Yay! Clearly this is a great idea, and certainly makes the wait easier to bear. Maybe in the future we'll all be playing retro versions of *Max Payne* while *GTA66* loads. And hovering on our shoes, of course. The trouble is, Pong's at least as much fun as *TD Overdrive* itself.

It's not a bad game at all, but it's badly derivative. The courses – some linear, some looped – are OK, but the navigation symbols look as if they're ripped from *Burnout* and comparisons are unfortunate: there's nothing like the level of traffic or thrills here. And there's more imitation. The smoking checkpoints will be familiar to *Smuggler's Run* fans. Many of the cars are similar to those in

GT2, in particular the muscle cars so heinously missing from its sequel. And there's a predictable side order of Japanese supercars (*a la* every driving game since the first *Gran Turismo*) and a garnish of suped-up attitude from *The Fast And The Furious...* and really, all the donor games do it better than this creation. These ingredients need a lot more stirring before it becomes something new and tasty. That said, the models are solid and reasonably convincing (the paint shop option is a particularly welcome feature) and they all handle with noticeably individual characteristics.

However, with no damage the crashes are uninspiring, and the physics show none of the arcade madness of *GTA3*'s – a game doing so much more at the same time. There's a great sense of speed, however, even if the do-huge-jumps-to-gain-extra-time dynamic is slightly spoiled by the too-basic physics. The jumps just never feel that thrilling or look that convincing, so the effect is lost. Collision detection is also rather patchy, and the cop chases are deeply disappointing due to it not making any difference to your racing experience whatsoever.

Playing through the story unlocks more tracks, races and cars, but the tale is as bad as the Codec-style presentation (hello *MGS2*). At least you can skip through it quite rapidly, and the inclusion of occasional 'boss' races – to win their desirable cars – and drag races lends a little extra interest. The

maniacal antics of the other drivers are quite entertaining too, but other traffic always seems to be in the same place – you end up learning it by rote as you get to know the track. It's an 'OK' experience, rarely offensive, but nothing more. You wouldn't be insulted if somebody gave this to you as a present, but before you invest in it yourself you should have exhausted all the possibilities of *GT3*, *Burnout*, *GTA3*, *ATV Offroad*, *Smuggler's Run*, *Crazy Taxi*, *Formula One 2001*, *Moto GP2* and armed carjacking and joyriding. Note for parents: the last one was a joke. OK, settle down.

/ STEVEN WILLIAMS

VERDICT

PSW

UPPERS

- Great sense of speed
- Some excellent cars
- Drag races too
- Easy to play

DOWNERS

- It's a standard racer
- Nothing really shines
- Fiddly, not challenging
- There's better out there

GRAPHICS - Perfectly serviceable, but nothing more

7

SOUND - Predictably feeble music

4

LIFESPAN - Story and two player modes, but few thrills

5

OVERALL SCORE

Competent but uninspired. Robbing parts from elsewhere hasn't created the Frankenstein's monster you might fear, but Pitbull hasn't breathed new life into the corpse either.

6

SONIC YOUTH

■ Album: *Murray Street*

■ Distributor: Universal



Recording among the rubble that surrounded the vicinity of their New York studios in the wake of the World Trade Centre tragedy, Sonic Youth managed to somehow maintain a level of calm that has them sounding totally at ease on (and in) *Murray Street*. Easily one of the most influential bands in alternative music, they had disappeared slightly from the radar screen after 1999's *NYC Ghosts and Flowers*, but that trademark searing tension from the guitars of Lee Renaldo and Thurston Moore is still there, so too, the familiar cool-as-shit vocal delivery of Kim Gordon which stars on the album's radiant nine minute climax, "Sympathy For The Strawberry". Despite being in a situ-

ation that could have put them out of the studio for a while, the band has managed to capture a sound and feel very reminiscent to that Sonic Youth delivery of teen-angst—that suddenly isn't actually teen. To this end, Sonic Youth has managed to layer a level of familiarity over the years with their listeners and fans (we all know these are two different groups in this genre of music), an achievement only a few bands have ever pulled off in the alternative music ranks. The whole album is an affair of easy-to-listen to chords of the Sonic Youth of old, a welcome addition to their ever-changing, ever-staying-the-same album list, of which we know there are a lot of classics.

TRACK LIST:

1. *The Empty Page*
2. *Disconnection Notice*
3. *Rain On Tin*
4. *Karen Revisited*
5. *Radical Adults Lick Godhead Style*
6. *Plastic Sun*
7. *Sympathy for the Strawberry*

RATING



3

CARTMAN

■ Album: *Go!*

■ Distributor: Embryo/MGM



An impressive debut selection of sublime pop rock, *Go!* is the fulfillment of four years and two EPs full of promise. Maybe it's something in the West Australian water supply, but that state is forever producing bands that think nothing of knocking up a catchy melody or ten, and Cartman have never been an exception. Starting out with the near perfect pop of "If I", they quickly top themselves with big single, "Shock", following that up with "George" just to prove those first two were no flukes. Including confident re-recordings of old faves "Drive" and "Nobody", *Go!* should be gone out and got. It's simply that good. After the very impressive EPs that first put these guys on the

map, *Go!* serves as the best foot forward from their small track list beginnings. It's pop rock at its best and never let's up for a minute. You'll be suckered in right from the start and try as you might, turning away from this Western Australian outfit is a hard task indeed. Other bands that have delivered such a start include the likes of Eskimo Joe and Jebediah, and though those bands have done bigger and better things, they never came out of the start gate quite as good as these guys. Hopefully for themselves and Aussie music in general, Cartman become one of our truly big acts, and give us something to be proud of. Buy *Go!* It's gonna be huge!

TRACK LIST:

No track list available

RATING



4

GIRLS AGAINST BOYS

■ Album: *You Can't Fight What You Can't See*

■ Distributor: Jade Tree



After ditching their Geffen Records contract following the dismal failure of *Freak On *Ica*, Girls Against Boys are now with Jade Tree and operating somewhere between the commercial leanings of that record and the rawer indie rock of their early years, which, as this disc proves, ain't such a bad place to be. A cathartic album, which shows those four years of major label misery, has not destroyed their spirit, or their sense of adventure within the songs. Like most GVS releases, it takes time to grow on you but once it gets its hooks in, look out! Currently touring Australia with our very own Magic Dirt, to say that would be a gig worth seeing is an

understatement. If only to see, live, their change in direction and attitude. As suggested before, their problems with their label have certainly ensured that the listening experience for four years has been an arduous experience. It was easy to hear, even in their albums, that they simply weren't going the direction they wanted and needed to. This album proves to be a step in the right direction, and if everything works out right for these guys it could prove to be the leap they've been missing for the last four years. Like a teenager constantly being coddled by a parent, Girls Against Boys have left the nest and are finally out on their own, figuring it all out on their own.

TRACK LIST:

1. *Basstation*
2. *All The Rage*
3. *300 Looks For The Summer*
4. *Tweaker*
5. *Miami Skyline*
6. *Rsonance*
7. *BFF*
8. *Kicking The Lights*
9. *One Perfect Thing*
10. *The Come Down*
11. *Let It Breathe*

RATING



4

SKINLAB

- **Album:** *reVolting Room*
- **Distributor:** Century Media



San Franciscan metal foursome Skinlab return from a long break to unleash their third long player through Century Media, an impressive slab of ultra heavy, hook-laden, groove metal that rates highly on the mosh-ability scale. Carrying an impressive air of authority, bassist/vocalist Steev Esquivel chooses to experiment further with the capabilities of his voice and the guitar playing of Snake and new boy Glen Telford is as solid as a rock. Scattered throughout the CD are haunting soundbytes, taken from Skinlab fanatics who poured their hearts (and lungs) out on the toll-free 'reVolting Hotline' for the band to utilize. So listen up tortured callers,

this could be your 15 minutes? This is the sort of thing a lot of bands are missing. Skinlab know who their fans are, and by doing this have rewarded them with something I'm sure no other band ever has (unless of course they were given the chance to try out for lead singer or something like that). With the growing number of sports-metal fans on the rise, segregating yourself from the crowd is the only way to get noticed. All that equals a great album for fans and for first-timers, this is definitely a strong addition of the Skinlab library to get in to. Great guitar, incredible vocals, haunting lyrics and samples and a great production mean this is one for everyone wanting new music.

TRACK LIST:

1. Intro
2. Come Get It
3. Slave The Way
4. Purify
5. Anthem For A Fallen Star
6. Disturbing The Art Of Expression
7. Take As Needed
8. Jesus Cells
9. Never Give In

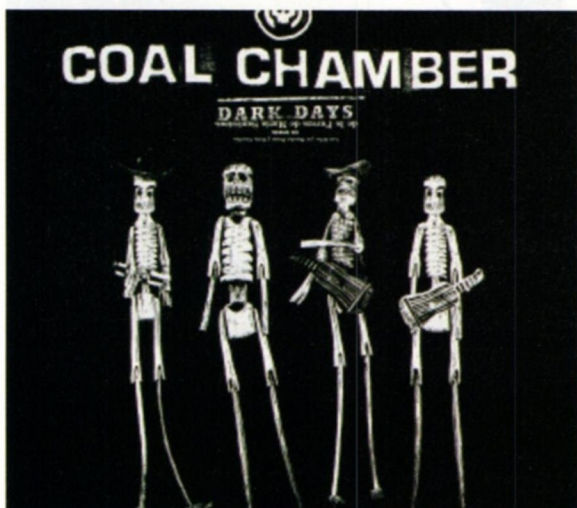
RATING



4

COAL CHAMBER

- **Album:** *Dark Days*
- **Distributor:** Roadrunner



After losing original bass player Rayna Foss-Rose, filing suit against former manager (and reality TV star) Sharon Osbourne and writing an entire album via correspondence following an onstage fight between singer Bradley "Dez" Fafara and guitarist Miguel "Meegs" Rascon, Coal Chamber have somehow managed to hold it all together to record the triumphantly hideous beast that is, *Dark Days*; unequivocally proving Friedrich Nietzsche's theoretical assumption that what does not kill you, makes you stronger. The electronic influences are gone, replaced by a newfound approach to dirty bare bones metal that barrels along like an unstoppable

evil juggernaut, destined to bag them a whole host of new fans to drag along for the hellish ride. *Dark Days* is what it suggests, a dark and hideous romp through the ever-changing face that is Coal Chamber. Don't think that these guys are just another sports metal band. There is pure talent here and it comes through like a shining star on *Dark Days*. It's testament to the devotion to their craft that despite all of the ups and downs the band has managed to not only keep it together, but to also inject a fresh new approach that won't only form a new following, but create a legion of copy-cat bands trying to find that spark these guys have with *Dark Days*.

TRACK LIST:

1. Fiend
2. Glow
3. Watershed
4. Something Told Me
5. Dark Days
6. Alienate Me
7. One Step
8. Friend
9. Rowboat
10. Drove
11. Empty Jar
12. Beckoned

RATING



4

JON SPENCER BLUES EXPLOSION

- **Album:** *Plastic Fang*
- **Distributor:** Mute



Comin' on like a punk Rolling Stones, the Blues Explosion are once again digging deep into their bag of groovy licks to deliver their most rockin' record since 1996's phenomenal *Now I Got Worry*. The bassless trio's approach to twisting the sounds of blues, punk, rockabilly, soul and funk has changed little over their 11-year existence but on *Plastic Fang* the structure is more tightly controlled than ever, with the songs choosing to follow a more traditional narrative where we are treated less to the out-of-control wailings of Spencer and fellow axe wielder Judah Bauer, and more to just plain old, straight out, gritty, sleazy rock n' roll. Which is of course, the way

we like and the way we want it. Too often bands of this nature tend to be different or fuse different ideas without the notion of progression and look at it as a chore, or something they should be doing because it's what should be expected. What this means is that *Plastic Fang* is a journey through the raw necessity that is rock. Without this ingredient, the band simply wouldn't be what they are and by finding and exploiting this root, the Blues Explosion have managed to dish up a serving of pure energy that sounds every bit as good as it tastes. Hopefully their future releases reflect this reflection on themselves and we can't wait to hear it.

TRACK LIST:

1. Sweet N Sour
2. She Said
3. Money Rock 'N' Roll
4. Killer Wolf
5. The Midnight Creep
6. Hold On
7. Down In The Beast
8. Shakin' Rock 'N' Roll Tonight
9. Over And Over
10. Mother Nature
11. Mean Heart
12. Point Of View

RATING



4

ANGEL SEASONS 1&2



"THE THEMES IN ANGEL ARE SUBSTANTIALLY DARKER THAN TYPICALLY FEATURED IN BUFFY"

■ **Starring:** David Boreanaz
 ■ **Director:** Various
 ■ **Rated:** M 15+
 ■ **Genre:** Drama/TV series
 ■ **Distributor:** 20th Century Fox

First there was *Buffy the Vampire Slayer*, an imaginatively kooky program that gained a massive cult following for all the right reasons - not least of which was well written characters who were both believable and compelling. One of the driving characters in the first few seasons was Buffy's love interest, the vampire with a soul - Angel. A dark and complex character, Angel was atoning for a hundred years of unspeakable atrocities as the vampire Angelis,

and had come to Sunnydale to help the slayer. Long story short - Buffy and Angel's relationship was written as a tragic love story, and by definition, always doomed to fail. Thus, at the end of season 3, Angel left Sunnydale, and "Angel" the show was born.

It's not often that a spin-off is as good, if not better than the original. However, Angel manages to be just that. In terms of conceptual framework, storylines and performances it is most definitely Buffy's equal. Set in Los Angeles, the "city of angels", the story centers around Angel's mission to save those around him who are suffering or in danger from the thriving demon underbelly of the city.

The themes in Angel are substantially darker than that typically featured in Buffy, focusing on apocalyptic disasters and prophecies relating to the end of the world - in which Angel, of course, plays a prominent role. However, the gritty city setting and more adult themes are still paired with the same dry humour and wit which permeate Buffy, as well as the multitude of freaky demons and monsters. Angel wasn't the only Buffy cast member to make the transition to LA either. Both Cordy and Wesley are core members, and both have matured into essential and hugely likeable characters. Completing the ensemble in season one was half-human half-demon Doyle, and in

season two vigilante street kid Gunn was introduced. As in Buffy, interplay between the cast members is always well written and fun, providing comic relief and a grounding for the show the audience can relate to.

One of the things that made Buffy such great drama was that it blurred the lines between good and evil, and Angel takes that several steps further. Demons and monsters aren't necessarily all evil, as can be seen from the scenes set in the demon karaoke bar with its congenial red-horned host (an absolute gem of a character by the way); in Angel's own oscillation between states of benevolence and inner darkness; and in the most powerful enemy in the city being,

9
EXTRAS Plenty of extras to keep fans of the show coming back for more, but what you really want out of this is the story.

7
EXTRAS SCORE
 not supernatural, but a sinister law firm named Wolfram and Hart. Indeed, it's Wolfram and Hart that drive many of the over-arching narratives during the first two seasons, and a more omnipresent, utterly evil villain we couldn't imagine.

The first two seasons of Angel are split into four box sets, each with a smattering of special features giving fans what they want.

EXTRAS, EXTRAS!



NO, WE LIED

Instead of showing the extras, we're going to take this opportunity to put as many pictures of Cordillea as possible, plus we might chuck in something extra, we're not sure, it really depends...



COMMENTARY

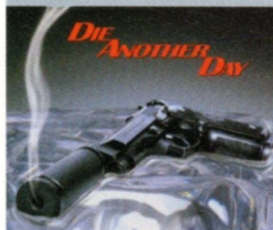
Sure we have commentary... "We love you Cordy, marry us Cordy". But seriously, isn't Cordy great, we were talking about how great she is just the other day. I mean, look at her, she's Cordy.



AND THE BEAST

Well we couldn't just have a beauty now, could we? So why not chuck in the beast. Who is the beast you ask? Well this is a spoiler so I'd stop reading now if I were you. The beast is... Angel!

MORE BITE-SIZED PASTIES FASHIONED FROM ACTING



The new Brosnan Bond Flick, *Die Another Day* is coming along nicely and a few juicy tidbits of info have recently surfaced. Apparently Halle Berry and the illustrious Madonna share an on-screen lesbian kiss! I'm sure most of our readers have just had a mild stroke and we ask that all of you please calm down, this is still a rumour and we'll hopefully confirm the existence of said kiss sometime in the future. Brosnan claims this is his last Bond film, but considering the growing number of Brosnan Bond fans, and the size of the pay cheque, we may see him in one more 007 adventure.



Jacki Chan's next outing will see the fearless stuntman reviving the classic *Around the World in 80 Days*. Jackie is set to update the Jules Verne classic. Apparently Jackie's role in the film is that of a thief named Passepartout. He seeks refuge with the English inventor Phileas Fogg after stealing a Jade Buddha. Chan's character then teaches Fogg all about his culture and presumes to protect him at every turn. With a Balloon being the main stage for the story expect some pretty crazy stunts. *Armour of God II* style.

Mike Myers and co. are back in the third instalment in his Austin Powers series. Goldmember stars all of your favourite Austin Powers characters from Mini-Me and Scott Powers, to Fat Bastard and Number 2. Powers must face a new enemy called Goldmember who has teamed up with Dr. Evil and Mini-Me after they escaped from prison. The team then concoct a plan to travel back in time and kidnapp Powers' father Nigel Powers. Austin naturally goes back to stop them and along the way asks for help from an old flame. Due for release in the next few months, Goldmember is the movie you've been waiting for.

Tropfest was originally a humble short film festival, which started off screening in the Tropicana cafe in NSW's Darlinghurst. Over the years, however, it has snowballed into a major event, complete with celebrity judges, an audience of thousands, and screenings in cities other than Sydney. There's also that person (who shan't be named) who manages to act like a wanker each year without fail, shooshing the crowd and generally fostering a nice little spirit of hostility in the

EXTRAS

Series 7 is a clever satire of that odious genre of television show that we all love to hate - Reality TV. "The Contenders" is the name of a program, in its seventh series, which randomly selects competitors from a particular city and then loads them up with firearms and ammunition. The winner is the last person left alive. Series 7 does an admirable job of sending up reality television - from its selection of contestants (including a woman who is eight

■■■■■

If you've been swept up in soccer fever for the last month because of the recent World Cup, then this DVD is the best way to celebrate its conclusion. The Cup is set in the most unlikely of places for a film about soccer - an isolated Tibetan monastery. Here, young boys are sent to become Buddhist monks, and are trained in the traditional values of the Buddhist faith by elderly teachers. Their lives are characterized by discipline and prayer, but unbeknownst to the

EXTRAS

WONDER BOYS



■ Starring: Tobey Maguire

■ Director: **Curtis Hanson**

■ **Rated:** M 15+

■ **Genre:** Comedy/Drama

■ Distributor: Unknown

Professor Grady Tripp is having a bad day. His wife has left him, his lover (the Chancellor of the university where he teaches English) has informed him she's

pregnant, his editor has arrived to chase up Grady's long-overdue and as yet unfinished book, one of his female students is making friendly advances towards him and another, who is possibly a brilliant writer but also a compulsive liar, has just murdered the Chancellor's husband's beloved dog. *Wonder Boys*, directed by Curtis Hanson (of *LA Confidential* fame), is a funny, poignant and sad film about a man whose life once held a lot of promise, but is now slowly falling apart. Michael Douglas is perfect as the perpetually stoned Grady, who wonders if he'll ever be able to regenerate the success of his first novel. Toby Maguire makes an excellent James, the budding novelist, but our hats go off to Robert



Downey Jr., who once again proves that drugs can greatly enhance one's acting ability. Extras include audio commentary by Curtis Hanson and interviews with the cast.

■■■■■ 7

EXTRAS

5

THE CLOSET



■ Starring: Gerard Depardieu

■ Director: Francis Veber

■ **Rated:** **G**

■ Genre: Comedy

■ **Distributor:** The AV Channel

The Closet is a sharp and witty French comedy, starring two veterans of the French film industry, Daniel Auteuil and Gerard Depardieu. It also happens to be delightfully funny, which is always a bonus with films that have a serious agenda of social criticism. The issue being explored here is homosexuality, and how social attitudes to it have changed since the introduction of laws aimed at preventing sexual discrimination. The story's protagonist, Francois

Pignon, is a quiet and unobtrusive man who discovers one day that he is about to lose his job. After confiding in a kindly neighbour, a plan is hatched to prevent his retrenchment: a rumour is spread around the office that Pignon is gay, thereby turning his impending redundancy into an act of homophobic persecution. What ensues is a hilarious series of events, as various people's perceptions of Pignon change dramatically on the basis of this rumour. Although the extras are a



little light - cast and director bios, trailers for other films directed by Francis Veber - this is a great film that shouldn't be missed.

■■■■■■■■■■ 7

EXTRAS

■ ■ ■ ■ ■

NAKED STATES



■ **Starring:** Spencer Tunick

■ Director: Arlene Donnelly

■ **Rated:** M 15+

■ **Genre:** Docudrama/Comedy

■ Distributor: [Unknown](#)

As some of you may remember, a photo shoot took place on a brisk morning in Melbourne last year involving a large number of people - all of whom, incidentally, were naked. The photographer in question was a guy named Spencer Tunick, and his photography of large numbers of nude bodies (in fields, strewn across national monuments, alongside freeways) has earned him a respected position in art circles, as well as a certain degree of public notoriety.



Naked States is a documentary about Spencer and his project, also titled "Naked States", which involved journeying around the US and photographing naked bodies in each state. Tunick's photographs are often surprisingly beautiful, but this isn't the main reason to watch this film. What is most intriguing about Tunick and his work is the reaction it engenders in people. Nudity, it

would appear, is a complex subject, and Tunick's photography provokes a range of different responses. An interesting and provocative film, *Naked States* will have you itching to do public nudie runs!

■■■■■ 7

EXTRAS

EXTRA

SOLUTIONS

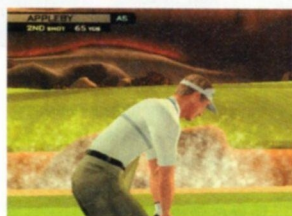
SOCIETY SORTED OUT

HUMAN MEN HAVE EVOLVED OVER millions of years into highly adept hunter-gatherers. Rewind a couple of thousand years, and these skills were a necessity for life itself. If you couldn't chase a warthog through the woods, shoot an arrow to spear the day's dinner, or defend your women and children from rival tribes, you were a gonner. Now civilisation has overtaken evolution, plonking BC Man into a world that rails against all his basic instincts. We want to hunt, gather and compete for superiority. But when was the last time you pursued a wild boar through a Westfield centre, or caught your dinner with a crudely fashioned crossbow? Were it not for video games, we'd all be hunting and gathering each other. And that's also why girls don't like games much, because they just did the cooking.

/ MIKEY FOLEY SOLUTIONS EDITOR

TIGER WOODS 2002

■ Play like the Tiger and unlock loads of secrets



TEKKEN 4

■ Change Ling Xiaoyu into her school uniform



SPIDER-MAN

■ Play as Mary Jane instead of Peter Parker's alter ego



PENSIVE Tidus reflects on the freaky things that have happened to him earlier



FINAL FANTASY X

THE KEY TO BEATING FINAL FANTASY X IS MASTERING THE BATTLE SEQUENCES. LEARN HOW IT'S DONE IN THE FIRST OF A TWO-PART GUIDE TO THE EPIC RPG

SIN'S ON THE RAMPAGE AND ONLY YOU, together with an unlikely bunch of magic-infused misfits can save the world of Spira. Welcome to the first of a two-part walkthrough guide to *Final Fantasy X*.

ZANARKAND

ENEMIES

SINSCALE (HP: 100)
SINSPAWN AMMES (HP: 2400)

Talk to the crowd of people who have begun to gather around your dwelling, and then make your way past. Go across the bridge that's teeming with more people. Speak to people here and listen to the commentator as he talks about your famous blitzer and father, Jecht. Shuffle your way through the

fans. If you can't see Tidus, move north towards the building.

After Sin attacks the city and lays it to waste, move along this section until you bump into Auron. Follow him into the main street area. Auron hands you a longsword. Use the attack command to take out these fairly easy enemies so that you can move on to the flowing area. Next, you've got to take out a huge beast.

SINSPAWN AMMES

BOSS BATTLE: SINSPAWN AMMES

■ **WEAKNESSES:** NONE
■ **HP:** 2,200+
■ **EQUIP:** NOTHING
■ **ATTACKS:** DEMI

Ammes has the first move and always uses the Demi attack. It reduces Tidus and Aurin's Hit Points (HP) by a small amount each time. Forget about healing yourself and just keep attacking instead. As your Overdrive gauges are nearly full, the sinspawn's initial attack should fill up Auron's gauge, so when it's his turn to attack, make sure you activate this ability to dole out some huge damage. Select Bushido and watch him unleash his Dragon Fang attack! A countdown begins, so swiftly follow the commands within the short time limit. Also use Tidus' Swordplay Overdrive. Keep attacking it normally thereafter until all of the tentacles have been hacked off. Don't bother using Auron's Power Break here, as it's useless.



WINGS Attack the creatures whose wings begin to flash



FROG FACE Choose the Flee option against Geosgaeno



NOT AL BHED Spark up a conversation with the foxy chick

LIFE'S A BEACH Meet the Besaid Aurochs, the worst blitzball team in Spira!



After the battle, save your game at the Save Sphere situated behind the boss, which will restore everybody's health. During the next Sinscale battle, watch out for the creatures whose wings begin to flash. It's important to take them out first, or they'll inflict more damage via their Spines manoeuvre. After you've taken out the first batch of enemies, follow Auron's instructions to concentrate your attack on the fuel tanker on the bridge.

During the bizarre cut-scene, press and hold Circle to make Tidus float downwards. Move towards the blurry figure standing on a platform.

AL BHED COUNTRY

ENEMIES	
PIRANHA	[HP: 50]
SAHAGIN	[HP: 100]
GEOSGAENO	[HP: 32,000]
KLIKK	[HP: 1500]
TROS	[HP: 2000]

Familiarise yourself with the swimming technique and press Circle to dive underwater. First head to the west side of the area and take the stone stairs onto dry land. Now go to the platform on the far eastern side of the water and look at the sign written in the [currently unreadable] Al Bhed language. There's also a treasure chest here containing 200 Gil. After exploring, swim towards the centre stairs and enter the next area.

Use the Save Sphere and continue along the stone overhang above the water. When you've swum around for a while you'll be attacked by three Sahagin. Take them on them one at a time until a huge creature arrives.

GEOSGAENO

BOSS BATTLE: GEOSGAENO
■ WEAKNESSES: NONE
■ HP: 32,767 (INFLECT 90 IN ORDER TO ESCAPE)
■ EQUIP: NOTHING
■ ATTACKS: PHYSICAL

This creature is a cinch to avoid, because after attacking it just a few times, Tidus makes good his escape via a thrilling cut-scene. Alternatively, you can just keep accessing the Subcommand menu and select escape for a less damaging encounter.

After your narrow escape, work your way upstairs until you come to a huge, rubble-strewn hall. You've got to make a fire. Head through the doors near the Save Sphere and check out the open drawer for the Flint. Return to the main area again and head north and go through the doorway.

Go up the stairs and examine the Withered Bouquet. Head back to the main chamber again and examine the fire in the middle in order to ignite it. After a cut-scene, Tidus has to face a nasty Klikk creature.

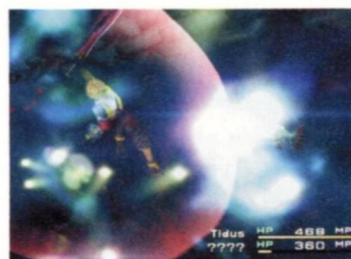
KLIKK

BOSS BATTLE: KLIKK
■ WEAKNESSES: NONE
■ HP: 1500
■ EQUIP: NOTHING
■ ATTACKS: PHYSICAL
■ STEAL: GRENADE

Keep attacking it normally until the girl turns up. Whenever you get two goes in a row, heal yourself with one go and attack with the next. Follow the grenade tutorial. Get the girl to inflict huge damage using the grenades and steal more from the Klikk when she runs out. Have Tidus continue his regular attacks until the beast is slain.

Later, talk to the first man on the left for three potions. Pick up the Al Bhed Primer vol.1 in the other corner. Speak to the girl and follow the tutorial on how to use the Sphere Grid and abilities. Use the Grid to gain the Cheer ability.

Talk to the girl again. Take out any



DEVIL FISH Get the girl to steal grenades from piranhas

Piranhas that appear to steal grenades and gain Ability Points (AP) and spheres. When you've had enough of fighting Piranhas, head towards the sunken ruins. Once inside, hold down Circle to descend onto the Save Sphere to regain lost HP. Follow the girl to into another corridor, and swim to the chamber at the end. Kill the Piranhas using Tidus, and get the girl to steal grenades. Examine the apparatus and return to the original cavity to take on the squid.

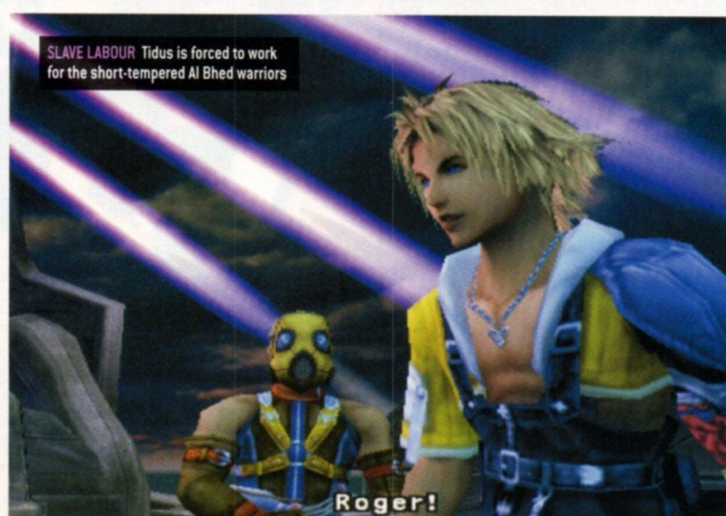
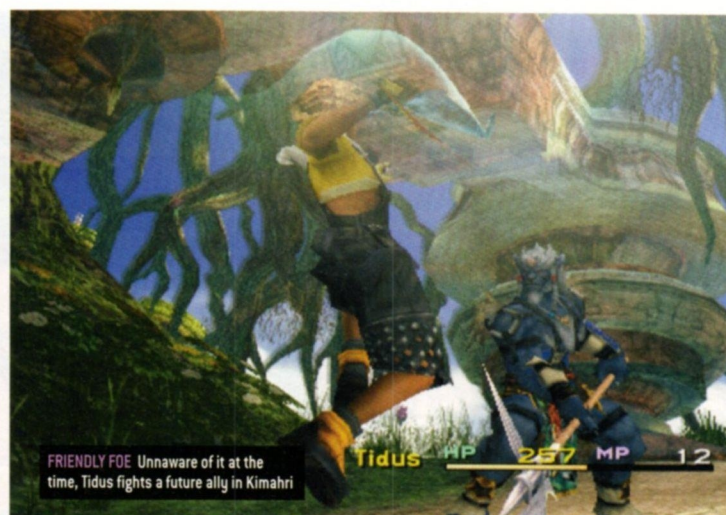
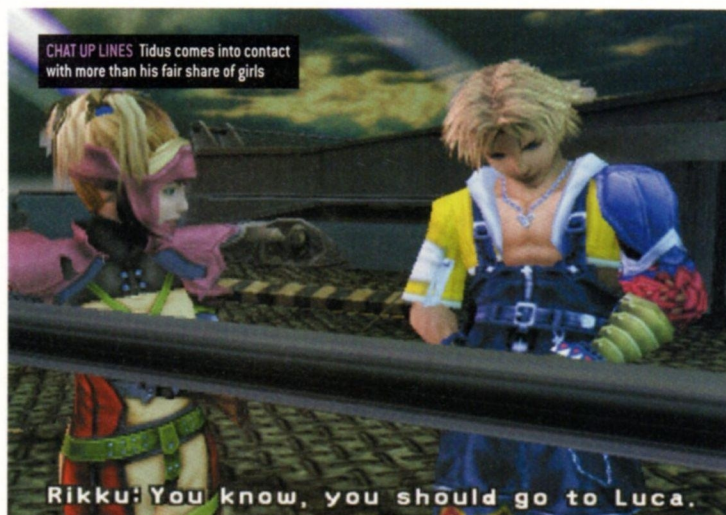
TROS

BOSS BATTLE: TROS

When Tidus and the girl attack the Tros once each, it swims to the other side of the room and the Trigger tutorial kicks in. Select 'Stand By'. Get Tidus to use the Cheer ability if you've got it. The Tros will then use the Nautilus Charge to attack both characters. Use potions to recover lost HP from this, then use a grenade. It should swim to the



SICK SQUID Use grenades and Trigger attacks on Tros



other side of the room once more, and use Tidus to perform the Pincer Attack from the Trigger commands. This stops the Tros from pulling off the Nautilus Attack again.

After the skirmish with the squid, follow the girl through the hole and follow the direction indicated by the red arrow on the map. After some more chatter on the boat, use the Save Sphere. Speak to the girl again. Tidus is whisked away again by Sin.

ISLE OF BESAI

ENEMIES

PIRANHA	(HP: 50)
CONDOR	(HP: 95)
DINGO	(HP: 125)
WATER FLAN	(HP: 315)
GARUDA	(HP: 1400)

Collect all of the items peppered around the beach and talk to each member of the team. Following Wakka to the village. After being pushed over the cliff, swim around for a



HP SOURCE Go for the tentacles with a fire attack

while collecting items from the three submerged treasure chests. The water is infested with piranhas, so be quick about it. Collect a Phoenix Down, Hi-Potion and two antidotes.

When you reach dry land again, use the Save Sphere and head towards Wakka's village. Check out the village for treasure chests. Collect the Phoenix Down from the first tent on the left, and go inside to purchase some more potions, antidotes and Phoenix Downs. There's also a hidden area between the item shop and the Crusaders that's worth checking out.

There are three chests containing 400 Gil, a Hi-Potion and two potions. Go to the Crusaders Lodge on the left side of the village and talk to Luzzu and Gatta. Now check out the Sphere monitor next to the desk. Have a sleep. After talking to the Crusaders, go to the temple at the top of the hill. Head for the central stairs to listen to the lecture on Yevon. Return to Wakka's abode and have another sleep.



ON GUARD Try poking it to death if all else fails

On waking, go back to the temple and stand next to Wakka. This is the first of many similar puzzles throughout your travels around Spira.

BESAI TEMPLE: THE CLOISTER OF TRIALS

Head to the back of the first room and examine the glyph on the wall. Another glyph should glow on the right-hand side. Examine it to reveal a secret room. Move down the stairs to the projection on the wall. Examine it and get the Glyph Sphere. Head for the door at the bottom of the stairs and use the Glyph Sphere to open it. Remove the Glyph Sphere from the open door panel and head for the next sphere alcove. Pop the Glyph Sphere in to reveal a secret chamber. There's a Destruction Sphere in here, but don't pick it up yet. Go to the next area. Examine the runes near the plinth to reveal a Glyph. Examine the glyph once more to open a secret room. Go in and get the Besaid Sphere. Pop it into the plinth to reveal yet another room. After Tidus pushes the plinth inside, leave it and return to collect the Destruction Sphere. Place it in the niche where you found the Besaid Sphere. This will open up a hidden room at the far end of the Cloister. Head for this new opening in the wall to get the Rod of Wisdom from the chest. Go back to the plinth and push it into the room so that it locks snugly in place and sinks into the ground.

Yuna will appear. Follow the group out of the temple. Later on, talk to Yuna at the

campfire, then to Wakka before having a kip. Tidus has an odd dream, and in it you must walk him along the pier. In the morning, examine the lodge desk for the Al Bhed Primer vol. II and then leave to join the party. Several tutorial battles now take place against different types of foe. At the top, pray and then head north towards the strange building. On examining the message, a creature leaps out...

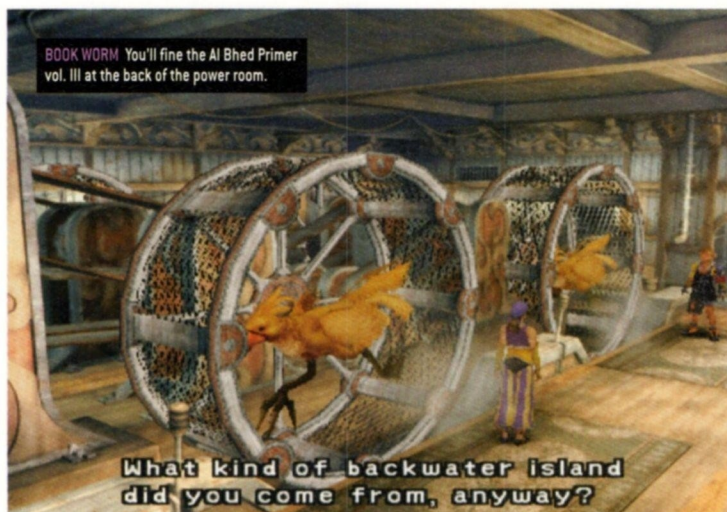
KIMAHRI

BOSS BATTLE: KIMAHRI

- WEAKNESSES: NONE
- HP: 7500
- EQUIP: NOTHING
- ATTACKS: PHYSICAL/JUMP

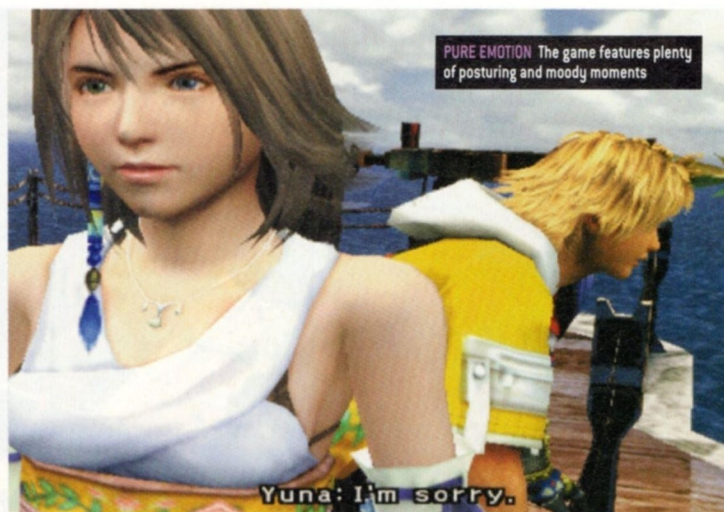
Have Tidus use the Cheer ability. Use your Overdrive ability to counter his powerful Jump attack. Don't bother waiting for your healing potions. Kimahri joins the party. His strength lies in his physical prowess and an ability to learn finds' techniques through the Lancelot ability.

Follow the trail past the various waterfalls while taking part in further tutorial battles. Make sure you swap Tidus for Yuna and summon Valefor to cast magic spells and Sonic Wings on foes. Head back to the beach and follow the party onto the pier. Chat to the villagers to receive various parting gifts before boarding the boat. Collect an Ether, Seeker's Ring, three Phoenix Downs, 400 Gil and a Remedy.



BOOK WORM You'll find the Al Bhed Primer vol. III at the back of the power room.

What kind of backwater island did you come from, anyway?



PURE EMOTION The game features plenty of posturing and moody moments

Yuna: I'm sorry.



FIN OF SIN Start this fight with Tidus, Kimahri and Yuna



GETTING ABREAST Tidus just can't resist a quick peak



WAKKA Your chirpy sidekick in full close-up



FILCH Cast Kimahri's Lancet to learn enemy spells

S.S. LIKI

ENEMIES

SINSPAWN ECHUILLES

SINSCALE

SIN

Talk to Wakka and go to the back of the ship to head below deck. Here you bump into O'aka XXIII. Speak to him once, then again. This chap becomes a fantastic source of armour, weaponry, and items later on so 'treat' him to 1 Gil for this first encounter. The second time you meet him, give him 101 Gil, the third 1001, and finally the fourth 10,001! OK, this seems like a lot of cash, but each time you meet him thereafter, you'll get to buy rare items and weapons and at bargain prices from his shops!

Return above deck to talk to the crowd that you can see has now gathered around Yuna. After talking to Wakka once more, talk to Yuna at the front of the boat.

SIN

BOSS BATTLE: SIN

■ **WEAKNESSES:** NONE

■ **HP:** 2000

■ **EQUIP:** NOTHING

■ **ATTACKS:** PHYSICAL

Concentrate your efforts on the big fin. You begin with Tidus, Kimahri and Yuna, but Lulu is pretty handy with any spell on the fin. Get Tidus and Kimahri to kill two of the Sin scales, leaving just the one while you take on the fin. Then switch Kimahri for Wakka and return Yuna to the fold for healing purposes. Kimahri, Wakka and Lulu can damage it, and so can Valefor if you fancy a bit of Aeon-summoning action.

SINSPAWN ECHUILLES

BOSS BATTLE: SINSPAWN ECHUILLES

■ **WEAKNESSES:** DARKNESS

■ **HP:** 2000

■ **EQUIP:** HARPOON, YELLOW ARM GUARD

■ **ATTACKS:** PHYSICAL

Use the Cheer ability in Tidus' special moves list to dampen damage and improve your strength, and then use Wakka's Dark Attack. Completely ignore the Sin scales, concentrating instead on the boss. Soon EchUILLES will use the Blender Attack, which really drains a lot of HP. Continue to use Wakka's Dark Attack whenever needed, and if he runs out of MP, cast Ether to top it back up again.

KILIKA

ENEMIES

RAGORA (HP: 20)

DINONIX (HP: 140)

LORD OCHU (HP: 4649)

YELLOW ELEMENT (HP: 300)

KILLER BEE (HP: 110)

SINSPAWN GENAUX (HP: 3000)

First, follow the others into Kilika. Go west until you bump into Yuna and the surviving villagers. The following morning you need to do a few tasks even though Wakka has summoned you. Just to the west of the inn you can save the girl. North of the inn are three potions in a treasure chest.

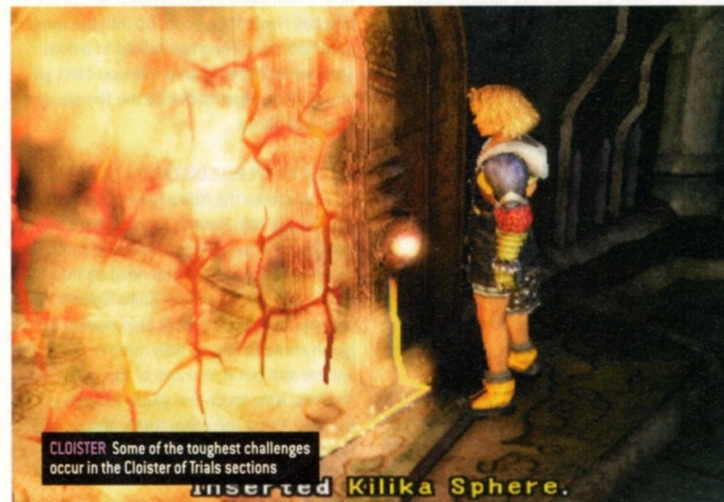
Now go to the bar and pick up the Al Bhed Primer vol. IV from the counter. The girl's mum gives you the Ether in the treasure chest. Purchase the Seeker armour from the ship just south of the bar. Buy Lulu's Cactaur Scope. Go to the east side of the pier to talk with Wakka. When you're ready to depart, go west back through Kilika.

Carry on ahead along the forest trail to trigger off another tutorial battle. Learn the Seed Cannon ability from the Ragora by casting Kimahri's Lancet ability. You should use this every time you come across a new monster. Talk to the two Crusaders Gatta and Luzzu. You can fight OchU, but you don't have to if you don't fancy it.



DETOX On landing in Kilika you need to cheer up the locals and stock up on items

The pub's closed. I don't think I can get through this without a drink.



CLOISTER Some of the toughest challenges occur in the Cloister of Trials sections

Inserted Kilika Sphere.



OCEAN'S SEVEN The cut-scenes propel the story onwards

LORD OCHU

BOSS BATTLE: LORD OCHU

WEAKNESSES: FIRE

HP: 4649

EQUIP: ECHO ARM GUARD

ATTACKS: POISON CLAW, EARTHQUAKE, WATER

Use all of your party. Lulu must be present at all times to cast Fire. Tidus should cast Haste on her to boost her number of rounds. Use Kimahri to unleash plenty of physical damage, while Wakka can stop Ochu from casting anything by using the Silence Attack. Yuna can be used to heal Esuna to cure poisoned characters. Lulu's Cactaur Scope should be readied as well. When his HP gets below 2000, summon Valefor to cast yet more fire spells. Keep casting Sonic Wings between the Fire spells to prevent his next turn. When Ochu loses 2500 HP, he'll sleep. Quickly get a character to use a physical attack to wake him up again!

Afterwards, talk to Luzzu for an Elixir. Now go and save your progress. Wander around the forest until you find two Mana Spheres, Scout Ball and the Luck Sphere. You can also talk to the people here repeatedly to get a Remedy, NuBlaze Shield and a Hi-Potion. Now head north along the riverbank to the stairs of the temple. Equip your new items and save your game before continuing up.

SINSPAWN GENEAX

BOSS BATTLE: SINSPAWN GENEAX

WEAKNESSES: BODY: FIRE (SOAKS UP

WATER), TENTACLE: NONE

HP: BODY: 3000, TENTACLES: 450

EQUIP: BRIGHT ARM GUARD

ATTACKS: STACCATO, WATER, VENOM

STEAL: NOTHING

Equip Kamahri with a piercing weapon to inflict damage through the boss's shell. Haste Lulu and get her to repeatedly cast fire on the tentacles, which can also be hewn off with normal weapons. Soon after, Geneaux's real body unwraps. You can do no end of physical weapons damage from now on. Fire, too, is excellent. It can be stopped from casting water by using Wakka's excellent Silence Attack. Valefor's Sonic Wings can prevent Geneaux's turns as well.

Continue up the remainder of the stairs to the courtyard of the Temple. Talk to the blitzball rivals then go in. Go into the inner sanctum once Yuna has talked to a rival Summoner. When you're told you can't go any further, head back into the temple and chat with Dona.

KILIKA TEMPLE: CLOISTER OF TRIALS

Go in and take the Kilika Sphere from the dais on the left. Put the Kilika Sphere into the gap next to the door. It should catch fire, so remove the sphere and head on into the next chamber. Insert the Kilika Sphere into the gap on the north wall. This makes a glyph come to life, so now remove the Kilika Sphere and put it into one of the side shelves. Now touch the glyph to open up the wall. Enter the room that's ablaze and head towards the right. Stand on the glowing white floor switch to make the dais appear from the other room. Pick up the

Kilika Sphere from the right wall to make the flames disappear and pop the Kilika Sphere into the dais. Go back into the previous room and get the Glyph Sphere. Put it in the spot where you found the Kilika Sphere to put out the fire. A secret room should have opened up. Push the dais containing the Kilika Sphere to the glowing white floor switch to make a part of the dais drop. Head down stairs and take the Kilika Sphere from the new niche. Pop it into the niche near the exit and leave it. Get the Destruction Sphere from the secret room, take it downstairs and use it in the new niche beneath the ledge. Open the chest inside the recently revealed area to obtain the Red Armet. Finally, take the Kilika Sphere from the niche next to the exit and carry on through the door.

Talk to Wakka until he stops answering, then head for the door and Yuna should stagger into view. Another Aeon can now be summoned. Go back to the village back through the forest and team up with the rest of the party at the pier. Now go and board the ship.

S.S. WINNO

Go out of the cabin and talk to O'aka. Lend him 101 or 1001 Gil depending on how much you've amassed. Go to where Yuna is standing and butt into the conversation between her and the Luca Goers' blitzball team. Now go up to the upper deck where Wakka and Lulu are having a natter. Keep leaving and returning until you've heard everything. Return to the lower deck and head over to where the blitzball is. Take up the Jecht Shot Challenge.

LUCA

ENEMIES

WORKER

(HP:300)

OBLITERATOR

(HP:6000)

SAHAGIN CHIEF

(HP: 170)

VOUIVRE

(HP: 255)

SINSCALE:

(HP: 100)

Leave the dock where the Winno is anchored and go north to where Maester Seymour's ship is. In the locker room, make sure you read up on the controls and rules of blitzball. After leaving the locker area, have a thorough search of Luca to find loads of items. Go left from the locker room to the next stairway down. This is where the opposition locker rooms are, and just next to the nearest player's foot, pick up the Al Bhed Primer vol. VI; there are a couple of Hi-Potions in a chest at the back of the hallway, too. Don't forget to check out the docks for further useful items. When you've found what you can, go south from the ticket kiosk to find Yuna.

Leave the stadium and find Yuna. Speak to everyone in the lobby, this way you can learn about Music and Movie Spheres. At the market place, there's a shop that sells Metal armour on the right-hand side. Go up the stairs on the right of the square until you find 1000 in a chest. After looking around and talking to Luzzu and Gatta, go into the café.

Yuna gets kidnapped, so Lulu, Tidus and Kimahri have to get to the Al Bhed ship stationed at Dock 4. Machina worker litter the docks, so you've basically got to battle your way through. Lulu's Thunder spell works a treat against them. Dock 4 features three waves of machina, so after defeating



them, run onto the ship at the end of the dock and prepare for a mean boss fight against...

OBLITZERATOR

BOSS BATTLE: OBLITZERATOR
WEAKNESSES: THUNDER
HP: 6000
EQUIP: METAL RING
ATTACKS: PHYSICAL

Cast haste on Lulu, and then keep casting Thunder on the crane situated to the right of the boss. This will eventually jump-start it, and use Tidus's trigger command to actually use it against Oblitzerator. When successful, the crane tears the top off the boss, lowering its HP and rendering it next to useless. You return to shore.

Tidus ushers Yuna out of the locker room. Go back in and swot up on how to play blitzball again if you like. Speak to Wakka, and then you head off to play a game. Following the match, a few Sahagin Chiefs appear in the pool, so equip weapons that have the Darktouch ability or use Wakka's Dark Attack to blind them.

After the pool battle, Auron turns up! He can slay the Vouivre with one chop of his mighty blade. Against the Garuda, however, use Wakka's Dark Attack or a weapon that uses Darktouch to blind it. Auron's Power Break is effective as well. Follow Auron from the dock area up to the place where Gatta and Luzzu were originally, and talk to Yuna.

MI'IHEN HIGHROAD

ENEMIES	
BOMB	(HP: 850)
RALDO	(HP: 240)
WHITE ELEMENT	(HP: 390)
MI'IHEN FANG	(HP: 160)
FLOATING EYE	(HP: 140)
DUAL HORN	(HP: 1875)
CHOCOBO EATER	(HP: 10,000)
THUNDER FLAN	(HP: 450)
RED ELEMENT	(HP: 450)
VOUIVRE	(HP: 255)
IPIRIA	(HP: 180)
RAPTOR	(HP: 200)
LAMASHTU	(HP: 275)
GANDAREWA	(HP: 148)
GARUDA	(HP: 1400)
FUNGUAR	(HP: 540)
SINSPAWN GUI	(HP: 16,800)

Use the save Sphere. Speak to every traveller you see along this road to collect a Lv.1 Key Sphere, Hi-Potion, Red Ring, Hunter's Spear, 600 Gil and four Antidotes. Talk to Maechon in the tower situated on the left. Read the garbled Al Bhed message inside the ruins. Pick up the Ice Brand from the treasure chest nearby.

Use Wakka to knock out airborne combatants and blind Dual Horns. Lulu should use magic to take out the White Elements, and Tidus should take on agile land creatures. Auron can pierce hard-skinned/shelled monsters, and don't forget to call upon the services of Yuna's aeons.



Spend quite a while running up and down improving the skills of your party here.

After talking to the Chocobo Knights, head for the small area on the right-hand side and take up Belgemine's challenge. To win the battle, make sure either Yuna or Valefor are in Overdrive mode. Execute the Energy Ray attack to begin with and then study the attack pattern of Ifrit. Before every Meteor Strike attack, press right on the D-pad and activate Valefor's Shield to reduce the damage. Attack normally, or use Blizzard to defeat Ifrit. For winning you get an Echo ring. If you lose, you receive a Seeker's Ring.

Continue up the road, and just behind the Chocobo is a chest containing a Remedy. Further along there's a small child and a blitzball. Talk to him first and he'll give you three Softs. Now kick the ball. Talk to the nervous man next to the Crusader's wagon for an Ether. Talk to Gatta and Lazzu, and after talking to Shelinda, get the three Eye Drops from the chest nearby. After the stopover at Rin's Travel Agency, talk to Yuna outside. Go back in and talk to a customer to get a Lv. 1 Key Sphere. As you leave you meet Rin himself, who donated the Al Bhed Primer vol.VIII and two Mega-Potions later on. Go north.

CHOCOBO EATER

WEAKNESSES: FIRE
HP: 10,000
EQUIP: MOOMBA MAGE
ATTACKS: PHYSICAL, PUSH

A tough customer – it can push your party over the cliff. Begin with Wakka, Lulu and Tidas. Caste Haste on Lulu to speed up her Fire spells, and have Wakka use his Dark Attack. Then swap Tidas and Wakka for Auron and Kimahri when necessary as Lulu keeps casting Fire. Auron's Power Break will reduce damage taken. Everyone should get



BIG HIT Use Overdrives and Triggers to inflict more pain

lots of AP here. If knocked over, the Beast loses its armour for a while, so normal weapons and aeon Overdrive attacks can inflict huge damage. Remember to save the Overdrive status for when the Chocobo Eater's vulnerable like this. Push it over the cliff and receive two Lv.1 Key Spheres.

If your party is knocked over the cliff, you have to make your way back up the gates of Mushroom Rock. Refuse the ride on the chocobo and go back inside to save. There are plenty of items to pick up in the valley before hopping aboard a chocobo.

RIDING CHOCOBOS

Carry on along the road away from Rin's and don't miss the Al Bhed Primer vol. IX. You can't get through the gates yet, so explore the Highroad area riding a chocobo for free. Go in a southeasterly direction. Interact and pick things up as normal, and try to find the yellow chocobo feathers. From here you can hop around high up ledges for a Scout, and a Thunder Blade. Talk to Lucil and continue south until you see a small recess on the east side of the passage. Hop up to the ledge until you find a Fortune Sphere and the Mars Crest.

Ride back to the gates at Mushroom Rock and talk to the guards. The guard on the left will accept donations to the crusader cause. Journey away from the gates until Maester Seymour arrives granting you access. Follow him through.



SHOP 'TIL YOU... Always stock up on weapons and items



SAY AAAH This beast is vulnerable when knocked over



FIRESIDE CHAT Yuna confesses that this will be her first time with a half-horned Ronto

MUSHROOM ROCK

Speak to the Crusaders who proliferate the area to get a Remedy, two Phoenix Downs, an Ether, X-Potion, Tough Bangle, Hi-Potion and 400 Gil. Keep heading north until you're advised to go west. O'aka now has plenty of weapons on offer if you've previously been generous to him. There are plenty of enemies to take out in this region. Use the save sphere and get another Hi-Potion from a guard. Walk onto the platform to go upwards, and go north until you see a guard near a treasure chest. It contains 1000 Gil and the guard donates 10 potions.

Talk to Shelinda, who will heal you if need be, then ride up the next platform to the ridge above. Go west off the beaten track to use another platform that leads you to a Serene Amulet. Return to the main track and

keep going up until you arrive at the guard near the machina platform. Go past Luzzu and Gatta. Speak to Luzzu. Save your game. Ride up to the command centre. You should have learned the more powerful magic such as Blizzara, Watera, Fira and Thundara by now. If not keep fighting around the mushroom Rock area.

Go west to the command centre and talk to everyone and open chests (mega Potion and a Serene Bracer), then talk to Maeter Kinoc. When ready to do battle, talk to the man nearest the red marker on your map.

SINSPAWN GUI

BOSS BATTLE: SINSPAWN GUI

■ **WEAKNESSES: NONE**

■ **HP: HEAD: 4000, BODY: 12,000**

■ **EQUIP: NOTHING**

■ **ATTACKS: PHYSICAL, DEMI, VENOM, THUNDER**

Begin with Wakka, Lulu and Yuna. When the head begins to move, counter it by executing a spell or long-ranged attack. If you don't, be prepared to use Yuna's Esuna spell. Concentrate on the head until it dies away. Bring in Auron and Kimahri and take out the arms first as they defend the body. Pile on the second level spells. She can take out an arm with one cast. Keep rotating the characters to spread out the AP at the end. The arms regenerate every third round, but once the body is beaten, you've won. The creature regenerates again later on but is easy to beat with Maester Seymour's magic.

When Tidus wakes up, go to the Sphere Grid and learn some new abilities. After this, check all of the bodies until you find Lazzu or Gatta. Go with the group towards Djose.

DJOSE HIGHROAD

ENEMIES:

FUNGUAR	(HP: 540)
BASILISK	(HP: 2025)
BITE BUG	(HP: 200)
GARM	(HP: 240)
GANDERWEA	(HP: 148)
BUNYIP	(HP: 400)

Talk to everyone you meet and open chests to gain new items (Hi-Potion, Phoenix Downs, Al Bhed Primer vol. XI, Bright Bangle). Get Kimahri to use his Lancet ability to learn the Basilisk's Stone Breath attack. Go across the bridges and talk to the Chocobo Knights, and then get the 4000 Gil from the chest after the temple opens up spectacularly. There are four ability spheres

to collect from a chest to the east as well later on.

After a brief talk, follow everyone up the stairs into the temple. Collect the Ether and the Remedy from the two chests.

DJOSE TEMPLE: CLOISTER OF TRIALS

Get the Djose Spheres from the niches on the left and right and put them into the doors. Go into the next room. Take a Djose Sphere from either side and go to the eastern side of the platform. Pop the sphere in either of the two niches. Take the second Djose Sphere and put it into the remaining niche. Shove the dais holding the Djose Sphere beneath the upside down dais to further power it up. Take this brightly glowing Djose Sphere and put it into the niche on the right of the central door. This opens a door to a room full of lightning. Remove the two Djose Spheres you popped in the eastern wall and put them both on the dais. Head to the far area of the platform and walk over the floor button to move the dais back to the centre. Shove the dais containing the two Djose Spheres into the room with the lightning. Hop forward across to the other side of the room and push the dais to illuminate the iris back in the main room. Hop back to the main room. Walk over the floor witch on the west to bring back the dais to the main room. Remove the Djose Spheres from each side of the dais. Go back to the first room and put the Djose Spheres into the niches on each side of the room. This will light up both sides of the eye on the floor in the main room. Take the brightly glowing Djose Sphere from the niche to the right of the door and pop it into the niche on the left side of the door. A platform should

TOOTHY Defeat the Extractor by equipping lightning-based weapons



Tidus HP 920 MP
Wakka HP 1593 MP

JAPANESE WHISPERS "I'll show you mine if you show me yours" remarked Lulu

Lulu: That's Wen Kinoc, one of the Four Masters of Yevon.

appear where the eye was. Ride it up to the top. Press X at each dais on this level to open up a door to the west side. Don't go through it yet. Instead return to the lower level and go to the glowing area on the west wall. Examine it to reveal a glyph. Touch the glyph to open up a wall. Inside there should be a Destruction Sphere. Grab it and return to the upper level. Pop the Destruction Sphere into the dais, which breaks open a hole in the wall to the east. Take the magic Sphere and go up the western staircase.

Talk to Yuna, who gets her third aeon (Ixion), and in the morning leave the inn, then go back in to get the Switch Hitter from the chest. Speak to everyone outside the temple and then go in. Speak to the individual next to Yuna in the small room on the west side of the stairs to wake her.

Go back across the two bridges towards the Djose Highroad. Talk to the Crusaders for extra items before heading north and the Moonflow.

MOONFLOW

ENEMIES

OCHU (HP: 7200)



FIFTH GEAR Each character's Overdrive is different

BITE BUG (HP: 200)
GARMA (HP: 240)
BUNYIP (HP: 400)
SNOW FLAN (HP: 600)
GANDAREWA (HP: 148)
FUNGUAR (HP: 540)
EXTRACTOR (HP: 4000)

Walk north along the trail until you bump into Shelinda once more. Items to look out for include: three Lv. 1 Key Spheres, X-Potion, and three more Lv.1 Key Spheres. Next you meet up with Belgemine again for another aeon challenge. As usual, make sure you've got your Aeons' Overdrive gauges full before fighting. Summon Ifrit first to battle Ixion. Use Hellfire to begin with, and then if Ixion casts Haste and executes several attacks, heal Ifrit with Fire. Use Boost if it looks as though Ixion will reach Overdrive before Ifrit. Should Ifrit die, just bring in Valefor to finish Ixion off. Use the Summoner's Soul to teach your aeons new abilities afterwards.

There's a tapered path that splits off to the left, which leads to a Magic Def Sphere. Return and continue your journey north.



I'VE MISSED YOU Auron's emotions are kept well hidden

Once at the shore move in a westerly direction to the shoopuff wharf. Talk to everyone, including O'aka for more supplies, then board the shoopuff after saving.

EXTRACTOR

BOSS BATTLE: EXTRACTOR
WEAKNESSES: THUNDER
HP: 4000
EQUIP: MOON RING
ATTACKS: AQUA SHOOTER, DEPTH CHARGES
Prior to the battle, equip Wakka and Tidus and Auron with weapons that contain the Lightning Strike ability. Get Tidus to cast Haste on Wakka, Auron and himself. If the Extractor launches depth charges, use Hi-Potions to refill your lost HP.

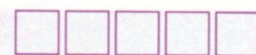
Use the Save Sphere and go to the next sector. You can buy medicines from O'aka, which are useful later when Customisation skills come into play. Get the Al Bhed Primer vol. XII from the platform just above O'aka. Head west onto road, take the Ether from the chest and talk with the local Guado. Soon after, you meet up with Rikku again, who joins the party. Follow the tutorial on how to make the most of her thief skills and Overdrive. Head on for Guadosalam, where you can acquire four Antidotes from a chest on the right and a Mega-Potion from the one on the left.

And that's where we leave it. Make sure you buy the next issue of PSW for the concluding half of the guide.

/ TOM SARGENT



MINI TIPS



MORSALS OF MECHANICALLY-RECOVERED CHEATS, CHOPPED AND SHAPED TO SUIT YOUR LAZY MODERN LIFESTYLE

TIGER WOODS PGA TOUR 2002

PLAY AS JUSTIN LEONARD

Enter **RDRANOEL130** as a code.

PLAY AS SOLITA LOPEZ

Enter **GZEPOL10R** as a code.

PLAY AS MELVIN "YOSH" TANIGAWA

Enter **WAWAGINAT071** as a code.

ADVANCE TIME

Hold **X** after the ball is in the air to fast forward its movement.

SLOW TIME

Hold **A** after the ball is in the to slow down time.

SKIP TUTORIAL

Avoid the lengthy Tutorial by pressing **L1** when it begins.

CONTROL BALL SPIN

Hold Triangle while the ball is in the air to slow time, then hold a direction and **R2** to control its spin.

BONUS GOLFERS

Defeat a golfer in the Tiger Challenge to unlock that person in other game modes.

ACES WILD TROPHY BALL

Shoot a hole-in-one in the Tiger Challenge.

BACK-TO-BACK TROPHY BALL

Shoot two consecutive eagles in the Tiger Challenge.

BIRDIE BUSTER TROPHY BALL

Shoot over twelve consecutive birdies in the Tiger Challenge.

BIRDIE STREAK TROPHY BALL

Shoot six consecutive birdies in the Tiger Challenge.

EAGLE EXTRAVAGANZA TROPHY BALL

Shoot four eagles in a round in the Tiger Challenge.

EAGLE HUNT TROPHY BALL

Eagle all par five holes in the game in the Tiger Challenge.

FAIRWAY CHALLENGE TROPHY BALL

Hit all the fairways in a round in the Tiger Challenge.

GIR CHALLENGE TROPHY BALL

Hit all the greens in regulation in the Tiger Challenge.

LONG DISTANCE DRIVE TROPHY BALL

Hit a drive over 350 yards in the Tiger Challenge.

LONG PUTT TROPHY BALL

Sink a putt from over 55 feet in the Tiger Challenge.

LOW ROUND TROPHY BALL

Shoot under 60 in a round in the Tiger Challenge.

ONE TIME TROPHY BALL

Tee off and hit a par five green in the Tiger Challenge.

PIN SEEKER TROPHY BALL

Hit the pin in the Tiger Challenge.

SCENARIO CHALLENGE TROPHY BALL

Successfully complete all scenarios in the Tiger Challenge.

TIGER CHALLENGE COMPLETION TROPHY BALL

Successfully complete the Tiger Challenge.

TOP OF THE TOURNAMENTS TROPHY BALL

Win first place in all tournaments in the Tiger Challenge.

PRINCEVILLE COURSE

Earn \$50,000 with a created golfer.

BLACK ROCK COVE

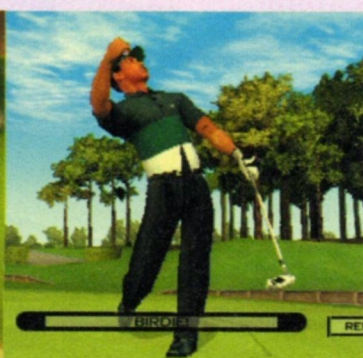
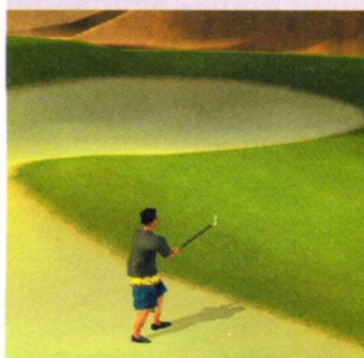
Earn \$200,000 with a created golfer.

ROYAL BIRKDALEX COURSE

Earn \$400,000 with a created golfer.

TIGER'S DREAM COURSE HOLES

When a level of the Tiger Challenge is completed, another hole in Tiger's Dream Course will be unlocked.



STAR WARS RACER REVENGE

CHEAT MODE

To enable cheat mode, set a record (Best Lap, Best 3 Lap, Most KD's) and enter **NO TIME** on the name entry screen. The following codes may now be activated.

ALL TRACKS

Enable cheat mode. Then hold **L1**, **L2**, **R1**, **R2** and press quickly press **D**, **C**, **O**, **O**, **D** at the main menu.

HARD MODE

Enable cheat mode. Then hold **L1**, **L2**, **R1**, **R2** and press quickly press **A** at the main menu. But this will make it so hard that you'll genuinely need the Force!

ALL ART GALLERIES

Enable cheat mode. Then, hold **L1**, **L2**, **R1**, **R2** and press quickly press **D**, **C**, **O**, **O**, **X**, **H**, **A** at the main menu.



STAR WARS: JEDI STARFIGHTER

MASTER CODE

Enter **PNRYCADE** as a code.

INVINCIBILITY

Enter **QUENTIN** as a code.

MARA JADE'S Z-95 HEADHUNTER SHIP

Enter **HEADHUNT** as a code. The Z-95 has homing missiles and a strong dual laser.

DISABLE COCKPIT DISPLAYS

Enter **NOHUD** as a code.

ALTERNATE CAMERA ANGLES

Enter **DIRECTOR** as a code. Press **Left** to cycle camera views or **R1** to zoom in.

REVERSED CONTROLS

Enter **JARJAR** as a code. The message "Jar Jar Mode" will appear to confirm correct code entry, meaning your controls are now as backwards as Jordan.

PROGRAMMER MESSAGE

Enter **MAGGIE** as a code.



TEKKEN 4

FIGHT AS EDDY GORDO

Successfully complete the game in story mode as Christie Monteiro. Then highlight Christie and press **A** at the character selection screen.

FIGHT AS MIHARU

Successfully complete the game in story mode as Ling Xiaoyu. Then, highlight Ling Xiaoyu and press **○** at the character selection screen.

FIGHT AS LING XIAOYU IN SCHOOL UNIFORM

Successfully complete the game in story mode as Ling Xiaoyu. Then, highlight Ling Xiaoyu and press **A** at the character selection screen.

FIGHT AS PANDA

Highlight Kuma at the character selection screen, then press **A** or **○**.

FIGHT AS VIOLET

Highlight Lee at the character selection screen, then press **○**.

ACCESS DOJO STAGE

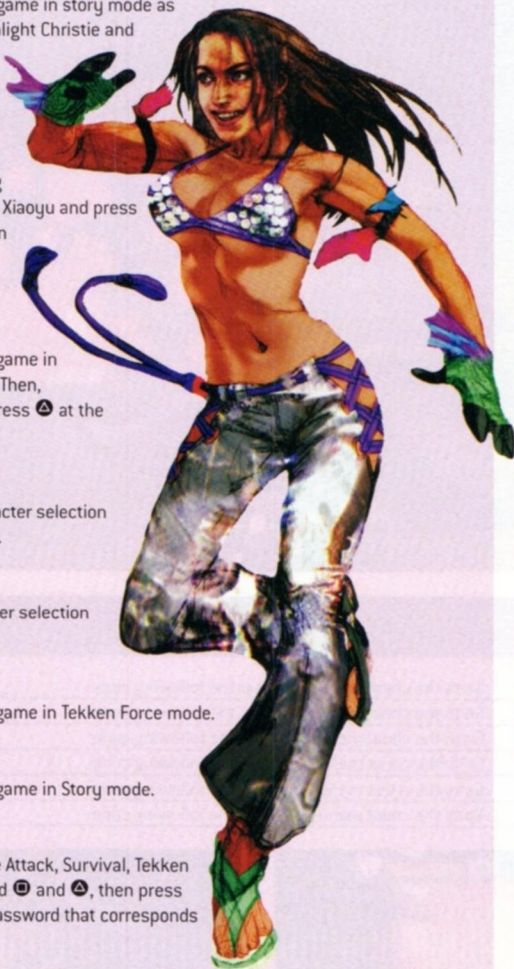
Successfully complete the game in Tekken Force mode.

ACCESS THEATRE MODE

Successfully complete the game in Story mode.

RANKING PASSWORD

Successfully complete Time Attack, Survival, Tekken Force, or Training mode. Hold **○** and **A**, then press **▲/▼** to display a unique password that corresponds to your rank.



ARMY MEN RTS

SUPER SOLDIERS

Enter **○, ○, X, A, X, ○** as a code.

SUPER ENEMY SOLDIERS

Enter **A, A, X, ○, A, A** as a code.

2000 ELECTRICITY

Enter **A, ○, ○, X, A, X** as a code.

500 PLASTIC

Enter **A, ○, ○, X, A, ○** as a code.

PARATROOPERS

Enter **○, ○, ○, ○, A, A** as a code.

EXTRA DUMP TRUCK RESOURCES

Enter **○, ○, ○, A, ○, X** as a code.



LMA MANAGER 2002

ALL PLAYERS ON 90% SKILL

Enter AWESOME as a name.

AUTO SELECT BEST TACTICS

Enter NO BRAINER as a name.

GET ANY PLAYER TO COME TO YOUR CLUB

Enter FANTASY as a name.

EXTRA MONEY

Enter MINTED as a name.

QUICKLY HEAL INJURED PLAYERS

Enter HEALING HANDS as a name.

INSTANT STADIUM CONSTRUCTION

Enter QUICK DRY as a name.



LEGACY OF KAIN: BLOOD OMEN 2

REFILL BLOOD

Press **L2** to display the map screen, then press **▲, ▼, ○, ○, ▲, ▼, ▼** and **○**.

REFILL MAGIC

Press **L2** to display the map screen, then press **▼(2), ○, ○, ▲, ▼, ▼** and **○**.

BONUS FMV SEQUENCE

Press **▲(2), ▼, ▼** and **○** at the main menu.

REFILL BLOOD

Press **L2** to display the map screen, then press **up, ▼, ○, ○, ▲, ▼, ▼** and **○**.

REFILL MAGIC

Press **L2** to display the map screen, then press **▼(2), ○, ○, ▲, ▼, ▼** and **○**.

BONUS FMV SEQUENCE

Press **▲(2), ▼, ▼** and **○** at the main menu.



SPIDER-MAN THE MOVIE

PLAY AS MARY JANE

Go to the Specials menu and enter **GIRLNEXTDOOR**. You should hear Green Goblin laugh. To turn any one these cheats off enter the same code again.

CHEAT MODE

Go to the Specials menu and enter **ARACHNID**

PLAY AS THE SHOCKER

Go to the Specials menu and enter **HERMANSCHULTZ**

PLAY AS A POLICE OFFICER

Go to the Specials menu and enter **REALHERO**

PLAY AS CAPTAIN STACEY

To play as Captain Stacey, go to the Specials menu and enter **CAPTAINSTACEY**

PLAY AS A SCIENTIST

Go to the Specials menu and enter **SERUM**

PLAY AS THUG 1, THUG 2, THUG 3

Enter these codes play as one of the three Thug models available:

KNUCKLES
STICKYRICE
THUGSRUS

LEVEL SELECT

Go to the Specials menu and enter **IMIARMAS**

LEVEL SKIP

Go to the Specials menu and enter **ROMITAS**

BONUS TRAINING LEVELS

Go to the Specials menu and enter **HEADEXPLODY**

INFINTE WEB

Go to the Specials menu and enter **ORGANICWEBBING**

ALL FIGHTING CONTROLS

Go to the Specials menu and enter **KOALA**

ENEMIES WITH BIG HEADS

Go to the Specials menu and enter **JOELSPENUTS**

SUPER DEFORMED SPIDEY

Go to the Specials menu and enter **GOESTOYOURHEAD**

SMALL SPIDEY

Go to the Specials menu and enter **SPIDERBYTE**

GOBLIN COSTUME

Go to the Specials menu and enter **FREAKOUT**

SUPER COOLANT

Go to the Specials menu and enter **CHILLOUT**



TWISTED METAL: BLACK

EXCHANGE WEAPONS FOR HEALTH

When playing the game hold **L1**, **R1**, **L2**, **R2** and press **△**, **×**, **○** and **○**.

GOD MODE

When playing the game hold **L1**, **R1**, **L2**, **R2** and press **△**, **×**, **○** and **○**. This will give you unlimited weapons, turbo, life and, um, everything else!

INFINITE HEALTH AND TURBO

When playing the game hold **L1**, **R1**, **L2**, **R2** and press **△**, **×**, **○** and **○**.

INFINITE WEAPONS

When playing the game hold **L1**, **R1**, **L2**, **R2** and press **△**, **×**, **○** and **○**.

MEGA GUNS

When playing the game hold **L1**, **R1**, **L2**, **R2** and press **△**, **×**, **○** and **○**.

MEGA MACHINE GUNS

When playing the game hold **L1**, **R1**, **L2**, **R2** and press **×**, **×** and **△**.



SPLASHDOWN



WATER WORLD Thankfully it's better than the Kevin Costner flick

UNLOCK CHEAT MODE

From the options screen, press and hold **R2** and press **△**, **×**, **○**, **○**, **△**, **×**, **○**, **○**, **△**. Now you can input the 'All Tracks' cheat.

ALL TRACKS

After activating Cheat Mode, enter the code **PASSPORT**.

EVIL TWIN

INFINITE LIVES

Go to the cheat menu and enter the following code:

×, ○, △, ×, ○

SIGHTS

Go to the cheat menu and enter the following code:

○, ○, ×, △, ○

MEGA SHOTS

Go to the cheat menu and enter the following code:

○, △, △, ×, ×

RAPID FIRING

Go to the cheat menu and enter the following code:

○, △, ×, △, ○

BOUNCES

Go to the cheat menu and enter the following code:

○, ○, ○, △, ×

SNIPE

Go to the cheat menu and enter the following code:

○, ○, ×, △, ○



IN THIS MAGAZINE With mega shots, you can do mega things. It's er... mega



THE GINGER NINJA Being evil just got a bit easier thanks to these codes

WACKY RACES



DASTARDLY TRICKS The wackiest race since Noel Edmonds vs Kenny Everett

ALL DRIVERS / ALL CARS

Enter **MONKEYSPOILERS** at the cheat code screen (Muttley will laugh to confirm correct code input, ahhh, that classic laugh; brings back fond memories of our childhoods!). Activate the cheat in the code collection menu.

ALL TRACKS / ALL CHALLENGES

Enter **CHIMP GIVEAWAY** in the cheat code screen (Muttley will laugh to confirm correct code input). Activate the cheat in the code collection menu.

DASTARDLY DIFFICULTY

Select Arcade mode, then choose a car and an incredibly

amusing name. Go to the Options screen and enter **FASTCARSAGOGO** in the cheat section.

EVERY GADGET

Select Arcade mode, a car and a name, then go to the Options screen and enter **GADGETCLEAROUT** in the cheat section. You can now access every gadget in the game, giving you a veritable selection of wacky tools.

WACKY RACES KIDS

Select Arcade mode, a car and a name, then go to the Options screen and enter **THOSEWACKYKIDS** in the cheat section. Now it's the turn of the wacky children.

TIME SPLITTERS

ACCESS ALL WEAPONS

Pause the game during play and hold **L1**, **R1**, **L2**, **R2** and press **×**, **×**, **△**, **△** to unlock all the weapons.

QUAKE 3 REVOLUTION

LEVEL SKIP

During play press and hold **L1**, **R1**, **R2** and **△**. Then while holding press **×**, **○**, **○**, **△**, **×**, **○**, **○** and **△**.

PARIS-DAKAR RALLY

UNLOCK ALL CARS

Enter **ILUMBERJACK** as your name to unlock all of the cars in the game.

STAR WARS: STARFIGHTER

ACCESS TWO-PLAYER MODE

From the Options menu go to the Code Set Up screen. Enter the code **ANDREW** to unlock the two-player mode.

CHARACTER GALLERY

From the Options menu go to the Code Set Up screen. Enter the code **HEROES** to view the character sketches.

SHIP GALLERY

From the Options menu go to the Code Set Up screen. Enter the code **SHIPS** to view sketches of the ships.

HIDDEN SLIDE SHOW

From the Options menu go to the Code Set Up screen. Enter the code **JAMEZ** to view the secret slide show by concept artist James Zhanke.

INVINCIBILITY

From the Options menu go to the Code Set Up screen. Enter the code **MINIME** to become invincible.

UNLOCK MISSIONS

From the Options menu go to the Code Set Up screen. Enter the code **OVERSEER** to unlock all normal and bonus missions.

BONUS MISSIONS CRAFT

From the Options menu go to the Code Set Up screen. Enter the code **BLUENSF** to unlock a secret craft that you can use for the bonus missions.

AS JED AS IT GETS The actual Starfighter is just one of the many ships on show.



GODAI: ELEMENTAL FORCE

LEVEL SELECT

Enter this code at the main menu or in game:

L1, L2, X, A, L1, L2, X, A.

INVINCIBILITY

Make Hiro invincible (this only works in single-player mode). Enter this code at the main menu or in game:

L1, L2, O, B, L1, L2, O, B.

ONE HIT KILLS

One hit kills for Hiro (this only works in single-player mode). Enter this code at the main menu or in game:

L1, L2, Left Analog UP, Left Analog Down, Left Analog Left, Left Analog Right, A, B, X, O.

UNLOCK ALL MAGIC

Enter this code at the main menu or in game to be able to access all of the magic in the game:

R1, R2, L1, L2, X, A, O, B.

UNLOCK MULTIPLAYER CHARACTERS

Enter this code at the main menu or in game:

R2, O, X, B, A, B, B, B, L2, L1, O, B, L1, L2, L1, O, L2, B.



GIANTS: CITIZEN CABUTO

ACCESS CHEAT MENU

Enter **ALPUN** as a code.

INVINCIBILITY

Enter **MOLITOR** as a code.

LEVEL SELECT

Enter **MBP4UJP** as a code.

UNLIMITED AMMO

Enter **FALLOUT** as a code.

UNLIMITED JET PACK FUEL

Enter **38HK** as a code.

UNLIMITED MANA

Enter **BGDA** as a code.

FRONT VIEW

Enter **XTRASEE** as a code.

CLOSE UP VIEW

Enter **CLOSEUP** as a code.

MULTI-COLOURED GRAPHICS

Enter **DOROTHY** as a code.

RED GRAPHICS

Enter **ANGRY** as a code.

GREEN GRAPHICS

Enter **SNIPEME** as a code.

BLUE GRAPHICS

Enter **UDDOIT2** as a code.

LEGACY OF KAIN: SOUL REAVER 2



KAIN? YOU DO IT ON YOUR OWN? Go on then, we'll give you some help.

BONUS MATERIALS

Press **△, A, B, X, O, X** at the main menu: A message will confirm correct code entry. If you are taken into a menu, just back out and start again. All of the previously locked bonus materials will now be available.

FIRE REAVER

To unlock this, pause the game, hold **R1** and press **△, A, B, X, O.**

NEXT MONTH

IT'S FOR YOUR OWN GOOD!

TIMESPLITTERS 2

SPLITTING

WE FINALLY REVIEW
TIMESPLITTERS 2.
IS IT THE GAME
WE'VE ALL BEEN
WAITING FOR?
COULD THIS BE THE
BEST GAME OF THE
YEAR? FIND OUT
NEXT ISSUE, SAME
MAG TIME, SAME
MAG CHANNEL.

FEATURED ON THE PSW DVD

BURNOUT 2: POINT OF IMPACT / WWF SMACKDOWN! 4 / SILENT HILL 3 / TIMESPLITTERS 2
SOUL CALIBUR 2 / TONY HAWK 4 / DEVIL MAY CRY 2 / JAMES BOND 007: NIGHTFIRE / MORE TOMB RAIDER

TOM CRUISE



A STEVEN SPIELBERG FILM

MINORITY REPORT

OFFICE OF FILM AND LITERATURE CLASSIFICATION
THIS FILM IS YET TO BE CLASSIFIED

TWENTIETH CENTURY FOX AND DREAMWORKS PICTURES PRESENT A CRUISE/WAGNER /
BLUE TULIP/RONALD SHUSETT/GARY GOLDMAN PRODUCTION A STEVEN SPIELBERG FILM

TOM CRUISE "MINORITY REPORT" COLIN FARRELL SAMANTHA MORTON

AND MAX VON SYDOW MUSIC BY JOHN WILLIAMS SPECIAL ANIMATION AND VISUAL EFFECTS BY INDUSTRIAL LIGHT & MAGIC

COSTUME DESIGNER DEBORAH L. SCOTT FILM EDITOR MICHAEL KAHN, A.C.E. PRODUCTION DESIGNER ALEX McDOWELL

DIRECTION OF PHOTOGRAPHY JANUSZ KAMINSKI, ASC EXECUTIVE PRODUCERS GARY GOLDMAN RONALD SHUSETT

PRODUCED BY GERALD R. MOLEN BONNIE CURTIS WALTER F. PARKES JAN DE BONT

BASED UPON THE SHORT STORY BY PHILIP K. DICK SCREENPLAY BY SCOTT FRANK AND JON COHEN DIRECTED BY STEVEN SPIELBERG

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